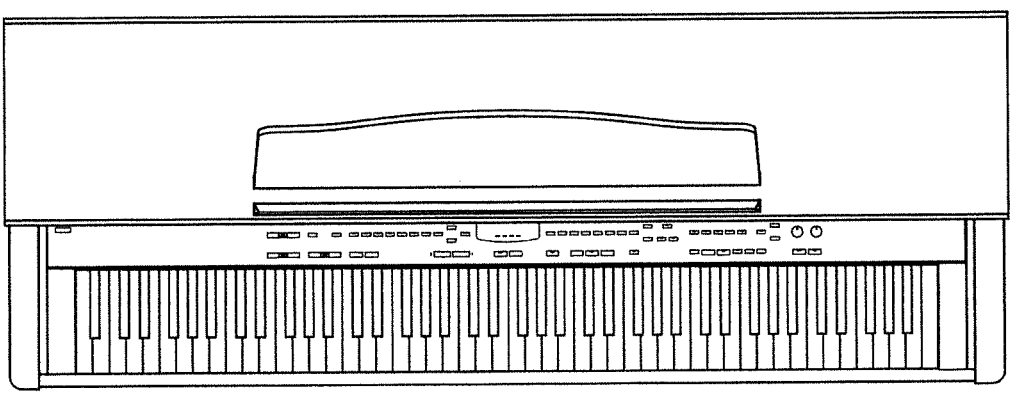
Roland®

GENERAL MIDI GS

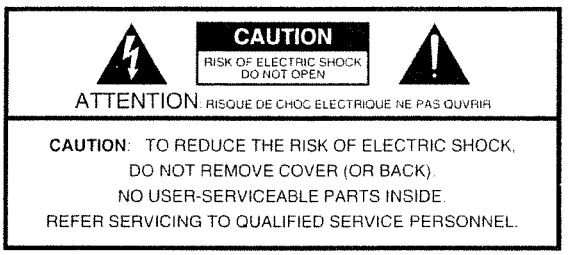
DIGITAL INTELLIGENT PIANO

KR-370

Owner's Manual



Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 3), and "IMPORTANT NOTES" (p. 7). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, this manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.


CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN
ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified service personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled onto the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

For the USA

This product may be equipped with a polarized line plug (one blade wider than the other) . This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.

For Canada

For Polarized Line Plug

CAUTION: TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT.

ATTENTION: POUR ÉVITER LES CHOCS ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND.

For the U.K.

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:
The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
⊘	The ⊘ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
●	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.
- Do not open or perform any internal modifications on the unit.
- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.
- Avoid damaging the power cord. Do not bend it excessively, step on it, place heavy objects on it, etc. A damaged cord can easily become a shock or fire hazard. Never use a power cord after it has been damaged.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- Before using the unit in a foreign country, consult with your dealer, or qualified Roland service personnel.

⚠CAUTION

- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Check to make sure the knob bolts securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
  - Disconnect the power cord.
  - Raise the adjusters on the stand (Refer to the leaflet of KS-370) .
  - Close the lid.
  - Fold down the music stand.
- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 7).
- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.
- Be careful when opening/closing the lid so you do not get your fingers pinched (p. 12). Adult supervision is recommended whenever small children use the unit.

INTRODUCTION

We'd like to take a moment to thank you for purchasing the Roland KR-370 Digital Piano. With the KR-370's easy-to-operate keyboard and automatic accompaniment, you will find it truly enjoyable to play. In order to enjoy reliable performance for many years to come, please take the time to read this manual in its entirety.

Features

One Touch Set-Up Buttons

By pressing the One Touch Program [Arranger] Button you can instantly select the Tone and tempo to match any musical style, allowing the creation of your own performances.

Pressing the One Touch Program [Piano] Button enables the entire keyboard to be played.

The unit features one hundred Tone settings and one hundred programmed styles, covering a wide variety of musical genres.

And with the included Style Disk, you get another twenty styles.

You can assemble your own Styles by combining individual settings of preprogrammed Styles.

Each part can be adjusted and combined. Go ahead—combine various styles, and see how easy it is to put together your own favorites.

You can easily switch to Karaoke mode, and sing along with the music!

This unit comes equipped with a microphone input that possible to adjust the key and the amount of echo.

The high-quality concert grand piano sound and hammer-action keyboard

It make for realistic piano performances.

This keyboard also features a Composer.

It works like a tape recorder, so recording is a snap. And using commercially available music data disks, you can also play ensemble with "Minus One Play"—all you add is you!

General MIDI System

The General MIDI System is a set of recommendations which seeks to standardize the MIDI support features of sound generating devices. Sound generating devices and musical data (disks) carrying the General MIDI logo conform to the General MIDI specifications. This means that whenever you play music data marked with the General MIDI logo, the musical response will be identical when played on any device which also carries the General MIDI logo.

GS Format

Roland developed the GS Format to standardize the response of sound generators when MIDI is used for the production of music. By using a GS Format sound generating device, you can be assured that you will always obtain a faithful, high-quality rendition of any commercially available music data that carries the GS Format logo.

The KR-370's sound generator fully supports both the General MIDI system and the GS Format—so you can use music data that is designed for either standard.

SMF Music Data

The KR-370 is capable of playing Standard MIDI Files, such as "SMF Music Data" (720 KB/1.44 MB format 3.5 inch floppy disks).

Copyright © 1995 ROLAND CORPORATION
All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.

CONTENTS

INTRODUCTION 4
Important Notes 7
Panel Descriptions 9
Before Using the KR-370 12

1.Listening to Tones
Choosing a Tone 15

2.Using Style Play
Let's Play Something Simple 16
Setting Up Style Play
—One Touch Program [Arranger] Button 18
Choosing a Style 19
Starting and Stopping Style 20
Adjusting the Tempo for a Style 22
Changing the Accompaniment Pattern 23
Playing Chords with Simple Fingering—Chord Intelligence 24
Holding Chord Played with the Left Hand—Chord Hold 25
Using a Style Disk 25
Creating a Style—Set Up User Styles 26

3.Using the Performance Functions
Playing Drums—the [Drums/SFX] Button 30
Using Pedals 30
Playing Along with the Metronome—the [Metronome] Button 31
Getting Ready for a Piano Performance—the One Touch Program [Piano] Button 31
Playing One Tone Over the Entire Keyboard—Whole-Keyboard Play 31
Playing Different Tones with the Left and Right Hands—Split Play 32
Playing Two Tones at the Same Time—Layer Play 33

4.Recording and Playback
Recording a Performance 34
Playing a Recorded Performance 36
Saving a Recorded Performance to Disk—Save 39
Using a New Disk—Format 40
Playing Performance Data on Disk—Listening to Music Data 40

5.Editing Recorded Performances
Erasing All Data on One Track—Track Clear (Edit 1) 42
Arranging Separate Notes—Quantize (Edit 2) 43
Copying a Measure—Copy (Edit 3) 44
Deleting a Measure—Delete (Edit 4) 45
Inserting Blank Measures—Insert (Edit 5) 46
Adjusting the Volume of Individual Parts 47
Adjusting the Tempo of Recorded Performances 47

6.Connecting a Microphone 48

Contents

7.Other Convenient Functions

Adjusting the Volume Balance for the Accompaniment and Melody
—the [Balance] Slider 49

Adding Harmony to a Melody—the [Melody Intelligence] Button 49

Changing the Type of Harmony 49

Adding Fatness to Tones—the [Chorus] Button 50

Changing the Chorus Type 51

Changing How Chorus Is Applied 52

Adding Reverberation to Tones—the [Reverb] Slider 52

Changing the Reverb Type 52

Selecting from Expansion Tones 53

Using the Synchronized Accompaniment Function 54

Changing the Left Pedal Action 54

Changing the Action of the Center Pedal 55

Changing the Split Point 56

What's the Leading Bass Function? 56

Saving Original Styles to Disk — User Style Save 57

MIDI Functions

Changing the MIDI Transmit Channel 58

Muting MIDI Channels 58

Making the Setting for Local Control 59

Selecting Sounds on External MIDI Device—Sending Program Changes 60

Other Functions

Adjusting Keyboard Touch 60

Changing the Volume of the Metronome 61

Changing the Beat of the Metronome 61

Transposing the Key—Transpose 62

Adjusting the Pitch—Tuning 63

Saving as SMF Music Data 63

Saving Panel Settings to Disk 64

8.Connecting the KR-370 to a MIDI Instrument or Computer 66

Troubleshooting 68

Tone/Style List 70

Expansion Tone 72

Error Message Table 74

Intelligent Chords 76

Drum Set List 78

MIDI Implementation Chart 79

Specification 80

Index 81

Important Notes

In addition to the items listed under "IMPORTANT SAFETY INSTRUCTIONS" and "USING THE UNIT SAFELY" on pages p.2 and p.3, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Observe the following when using the unit's floppy disk drive. For further details, refer to "Before Using Floppy Disks" (p. 8).
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the unit on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzene, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Do not pull the music stand too far forward when setting/releasing its latches.

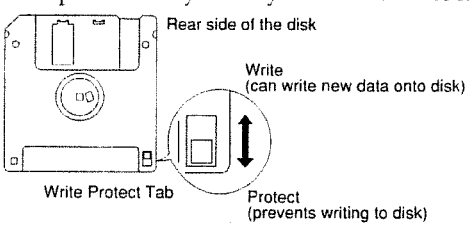
Before Using Floppy Disks

Handling the Floppy Disk drive

- Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible range: upward, 0°; downward, 0°.
- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.
- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before powering up or down.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.

Handling Floppy Disks

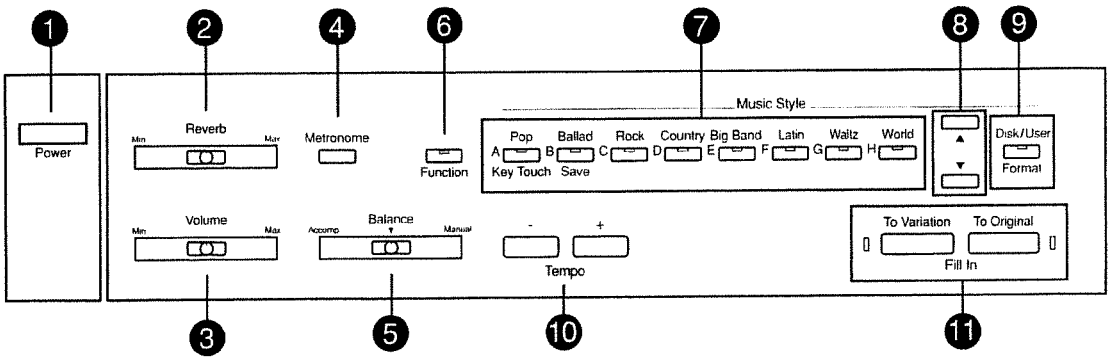
- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50° C (50 to 122° F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a "write protect" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Put the disk back into its case for storage.

* GS (GS) is a registered trademark of Roland Corporation.
* Apple is a registered trademark of Apple Computer, Inc., U.S.A.
* Macintosh is a trademark of Apple Computer, Inc., U.S.A.
* IBM PC is a registered trademark of International Business Machines Corporation, U.S.A.
* PC-9800 Series is a trademark of NEC Corporation, Japan.

Panel Descriptions



1. [Power] Switch

Turns the instrument On and Off. (p. 13)

2. [Reverb] Slider

Adjusts the level of the reverb effect. (p. 52)

3. [Volume] Slider

Adjusts the instrument's overall volume. (p. 13)

4. [Metronome] Button

When pressed, turns on the metronome, which sounds in time with the selected Music Style. (p. 31)

5. [Balance] Slider

In Music Style mode, adjusts the balance of the melody and accompaniment volume levels. (p. 49)

In Layer mode, adjusts the balance of the volume for the two sounds.

6. [Function] Button

Used to adjust the settings of a variety of the keyboard's functions.

7. Style Group Button

Selects the Music Style Group. (p. 19)

8. Music Style [▲] and [▼] Buttons

Used to select an individual Music Style from within a Music Style Group. (p. 19)

9. [Disk/User] Button

Used to select and load Music Styles, either those on disk, or ones you have created. (p. 25)

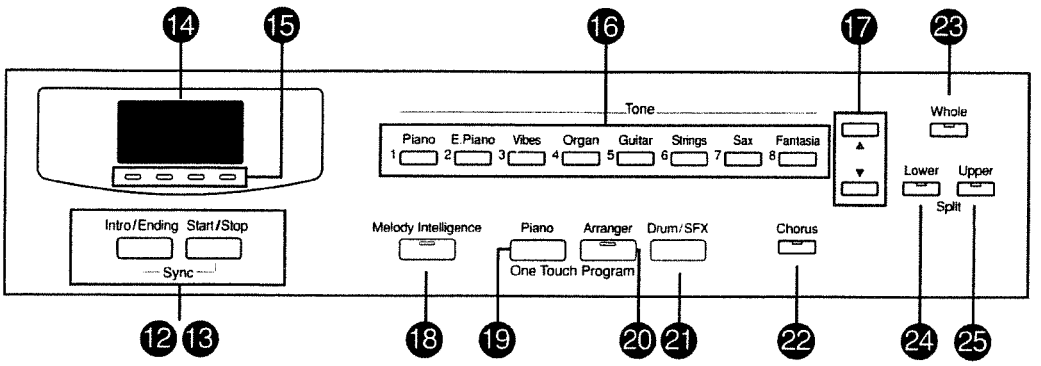
10. [Tempo] Button

Provides adjustment of the tempo during playback or recording. (p. 22)

11. Fill-In [To Variation] and [To Original] Buttons

- Used to select the accompaniment pattern for a Music Style. (p. 23)
- Used to switch from the accompaniment pattern to a Fill-In during a performance. (p. 23)

Panel Descriptions



12. [Intro/Ending] Button

Allows intros and endings to be inserted into a performance. (p. 20)

13. [Start/Stop] Button

Used to start or stop a Style performance. (p. 20)

14. Display

Provides information useful for operating the unit.

15. Beat Indicator

This indicator flashes to indicate the beat of the selected Music Style (or performance data).

16. Tone Group Button

Used to select a Tone Group. (p. 15)

17. Tone [▲] and [▼] Buttons

Used to select an individual Tone setting from within a Tone Group. (p. 15)

18. [Melody Intelligence] Button

Allows a harmony to be added to the melody being played. (p. 49)

19. One Touch Program [Piano] Button

Allows for instantaneous Piano performance, regardless of Panel and Pedal settings. (p. 31)

20. One Touch Program [Arranger] Button

Allows a Music Style to be played. (p. 18)

21. [Drums/SFX] Button

When pressed, allows Drum Sounds and Effects to be played. (p. 30)

22. [Chorus] Button

Creates a more spacious, "fatter" sound. (p. 50)

23. [Whole] Button

Pressed to play using the entire keyboard. (p. 31)
Can be used in Piano Style Arranger mode. (p. 19)

24. [Lower] Button

This button is pressed to play using the keyboard in Split mode. (p. 32)
Used to select the Tone for the left-hand part. (p. 32)

25. [Upper] Button

Used to select the Tone for the right-hand part. (p. 32)

26. Track Button

Used to select tracks in recording. (p. 34)

27. [All Song Play] Button

Press to play back an entire song from a music data disk. (p. 41)

28. Song [▲] and [▼] Buttons

Used to select (data) from a music data disk. (p. 40)

29. [Reset] Button

Pressing this button will immediately take you to the beginning of the song.

30. [Stop] Button

Stops playback and recording of the music being played.

31. [Play] Button

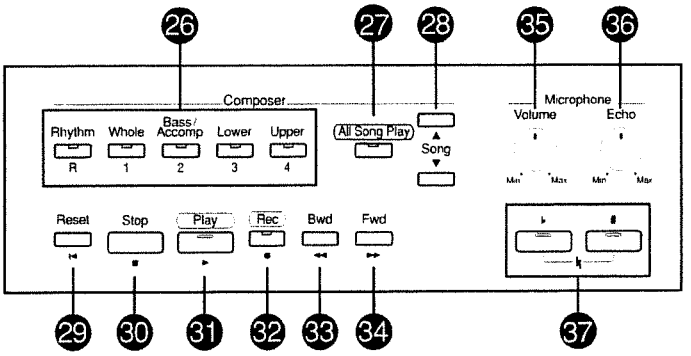
Used to begin playback of a performance.

32. [Rec] Button

Press this to begin recording a performance.

33. [Bwd] Button

Moves the current position in the data/song to a point earlier in time ("rewinds" it).



34. [Fwd] Button

Used to "Fast Forward" through musical data.

35. Microphone [Volume] Knob

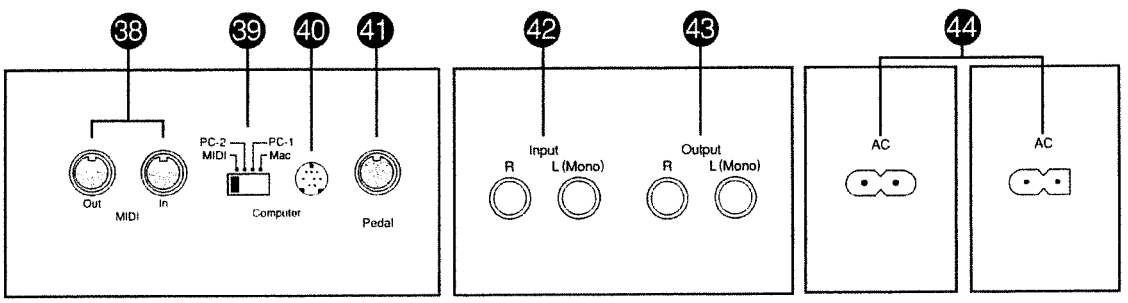
Controls the volume adjustment of any microphone hooked up to the Keyboard. (p. 48)

36. Microphone [Echo] Knob

Controls the amount of echo to apply to the input from the microphone. (p. 48)

37. [♭] and [♯] Buttons

Changes the key of the performance data. (p. 48)



38. MIDI Connectors

You can exchange performance information by connecting external MIDI devices to these connectors. (p. 66)

39. Computer Switch

This switch needs to be set to the correct position before connecting the KR-370 to external MIDI devices or computers. (p. 67)

40. Computer Connector

Use this connector to connect a specialized cable, and then you will be able to exchange performance information with a computer. (p. 67)

41. Pedal Jack

Before you can use pedals while you play, you need to plug the pedal cord coming from the unit's stand into this jack.

42. Input [R] and [L(Mono)] Jacks

You can hear the output from tape recorders and CD players through the KR-370's speakers by connecting such sources to these jacks. (p. 14)

43. Output [R] and [L (Mono)] Jacks

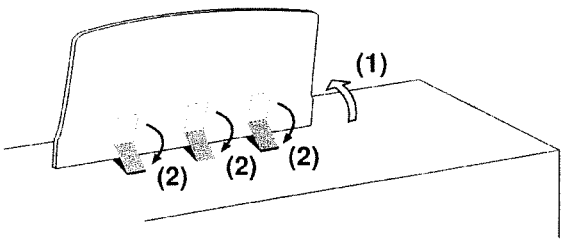
To play the KR-370's through external speakers, or record what you play on a tape recorder, connect cables from here to the input jacks on such equipment. (p. 14)

44. AC Inlet

The AC power cable connects here. (p. 12)

Setting Up the Music Rest

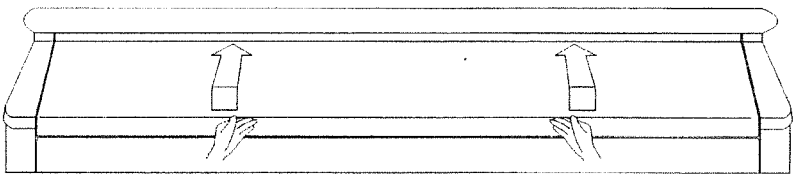
Raise the music rest, then position the three clasps as shown in the figure below.



Opening and Closing the Lid

To open the lid, lift it gently at the center with both hands, and slide it inward.

To close it, slowly pull it out toward the front as far as it will come, then lower it gently.

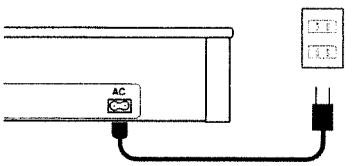


* *The lid should be grasped at the center when opening or closing it. The fingers could get caught in the lid's grooves if the lid is held at the sides. The lid should also be moved slowly to avoid getting fingers pinched.*
* *If you need to move the piano, always make sure you have the lid closed first.*

Connecting the Power Cord

1. **Switch off the power switch at the left edge of the panel.**

2. **After connecting the power cord included with the KR-370 to the AC inlet jack on the back of the unit, plug the cord into an AC power outlet.**



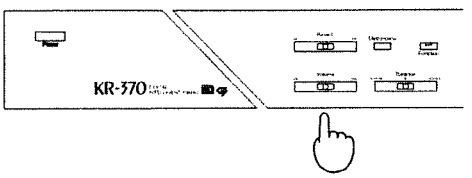
* *Be sure to use only the power cord supplied with the KR-370.*
* *Unplug the power cord from the AC outlet whenever you do not plan to use the KR-370 for an extended period.*

Switching On the Power

Turn the volume all the way down before switching on power, using the [Volume] slider at the left edge of the panel.

Then press the power switch at the left edge of the panel to power up the unit.

After a few seconds, the unit will be operable and playing the keyboard will produce sound.

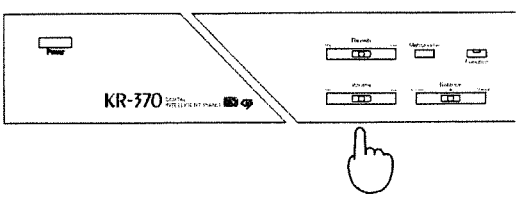


The power is ON when the switch is pressed.
The power is OFF when the switch is pressed again.

* *To protect the unit's circuitry, the KR-370 requires a few moments after switching on the power before it is ready for operation.*

Adjusting the Volume

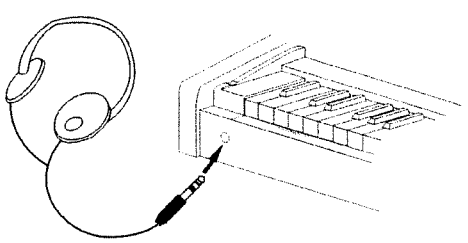
Use the [Volume] slider at the left edge of the panel to adjust the overall volume.



Using Headphones

The headphones jack is located at the front-left area of the unit. The unit's speakers stop playing when headphones are plugged in, making this great for playing at night, or otherwise when you do not wish to disturb people around you.

Use the [Volume] slider on the KR-370 to adjust the volume of the headphones.

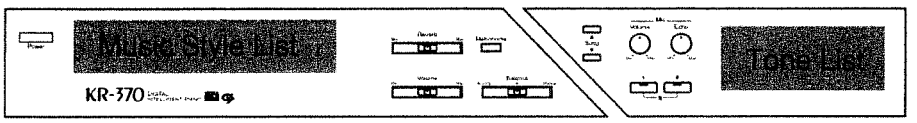


* *Stereo headphones should be used.*

* *To prevent possible auditory damage or loss of hearing, headphones should not be used at an excessively high volume, or for prolonged periods of time.*

Applying the Music Style List and Tone List Sheets

The Music Style List and Tone List sheets included with the KR-370 can be affixed to the unit by peeling off the backing from the double-sided tape on the backs of the sheets.



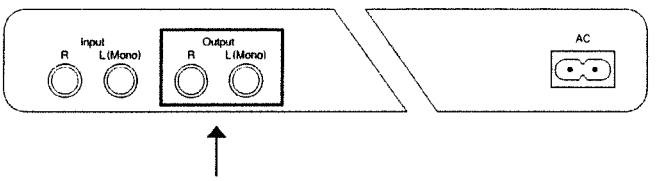
Connecting Audio Equipment and Other Electronic Instruments —the Input and Output Jacks

You can play the sounds of the KR-370 through external speakers, or listen to the sound from a CD player or other device on the KR-370.

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Outputting Sound from the KR-370 to an External Device

If you want to play the sounds from the KR-370 on external speakers or record them on a tape recorder, connect the Output R/L jack on the back of the unit to the AUX IN or LINE IN jack on the external keyboard amp or mixer.



* *If the external equipment is a monaural device, be sure to use only the Output L (Mono) jack on the KR-370 to make the connection.*

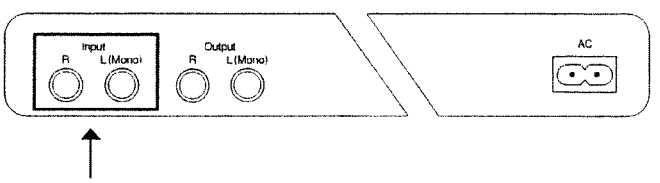
Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

1. **Switch on the power for the KR-370**

2. **Switch on the power for the external device.**
   To turn the power off, reverse the power-on procedure.

Outputting Sound from an External Device Through the KR-370's Speakers

If you want to play the sound from a CD player, another synthesizer, or some other external device through the speakers on the KR-370, connect the Input R/L jack on the back of the unit to the LINE OUT jack on the external device.



* *If the external equipment is a monaural device, be sure to use only the Input L (Mono) jack on the KR-370 to make the connection.*

Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

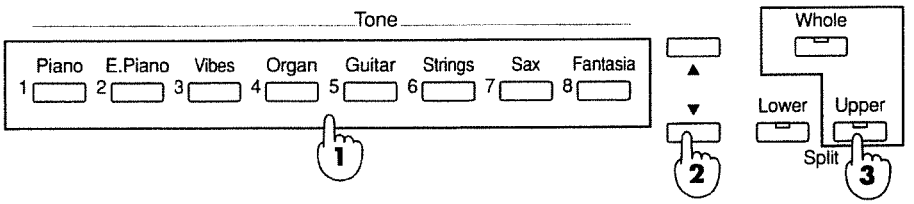
1. **Switch on the power for the external device.**

2. **Switch on the power for the KR-370**
   To turn the power off, reverse the power-on procedure.

1.Listening to Tones

Choosing a Tone

The KR-370 has 100 different onboard Tones. These Tones are organized into eight Groups (according to their type), and each Group has its own button, as illustrated below.



Choosing a Tone Group

1. **Press the Tone Group button.**

   The Group number and Tone number appear on the display. Go ahead and play the keyboard to hear what the Tone sounds like.

Choosing a Tone

Each Group contains many Tones, so you're sure to be able to select the best Tones for the songs you perform.

After you've chosen the Tone Group, you can use the following procedure to choose a Tone.

** When the power is turned off, the Tone numbers for all Tone Groups are reset to "1."*

2. **Use the [▲] and [▼] buttons at the right side of the Tone (Group) buttons to choose a Tone.**

   The indicator on the Part button (either the [Whole] button or the Split [Upper] button) starts to flash, and the current Group number and Tone number appear on the display.

   Try playing the keyboard to make sure that the Tone has changed.

Tone Group Tone Number

3. **Press the Part button with the flashing indicator to save the Tone you've chosen at the Group button.**

   The indicator for the Part button stops flashing and remains continuously lit.

   Once the Tone has been saved, you can then call it up just by pressing the Group button.

A Tone is selected only temporarily unless it is saved to the Group button. If you choose a different Tone Group, or do some other operation without first saving the Tone you've chosen, the currently selected Tone Group reverts to the Tone that was saved previously.

** The number of Tones varies from one Group to another. Check out the "Tone List" (p. 70) for the numbers and names of Tones.*

** Selecting Expanded Tones gives you 241 Tones to enjoy. (See p. 53.)*

2.Using Style Play

Let's Play Something Simple

The KR-370 features an Arranger function which allows you to easily play ensemble performances—all by yourself!

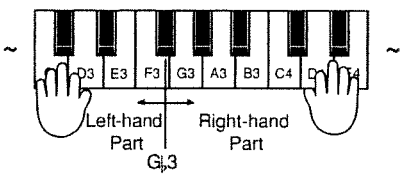
The Arranger function automatically supplies accompaniment to match the chord you are playing, according to the selected music style. (A variety of styles are provided, covering many musical genres.) Playing the keyboard while using the Arranger function is called "Style Play."

Basic Operation of Style Play

1. **Press the One Touch Program [Arranger] Button.**

2. **Choose a Style.**

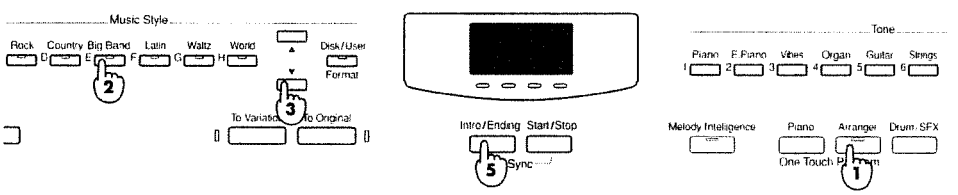
3. **Play a chord on the left side of the keyboard, and the intro of the style is produced.**
   After that, the accompaniment starts.



4. **Start playing! You'll be playing chords on the left, and melody on the right.**
   If you need to, you may set the accompaniment speed.

* *With the KR-370, playing chords is much simpler than you might think. (For more detail, please check out the section, "Playing Chords with Simple Fingering—Chord Intelligence.") (p. 24)*

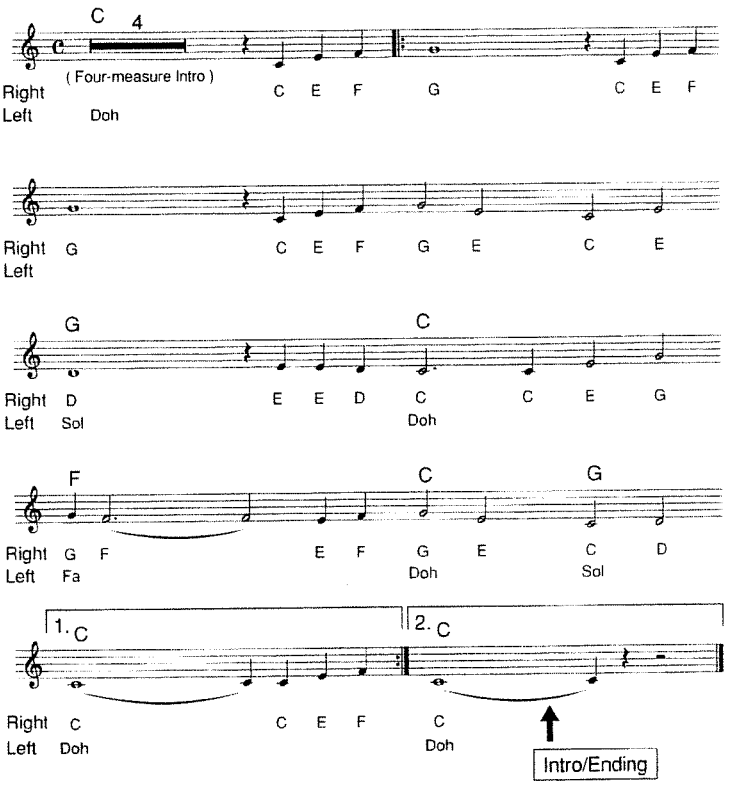
5. **When Play is finished, press the [Intro/Ending] button.**
   The accompaniment stops when the ending is played.



Let's try Style Play using the music below.

When The Saints Go Marching In

American Traditional



1. **Press the One Touch Program [Arranger] button.**

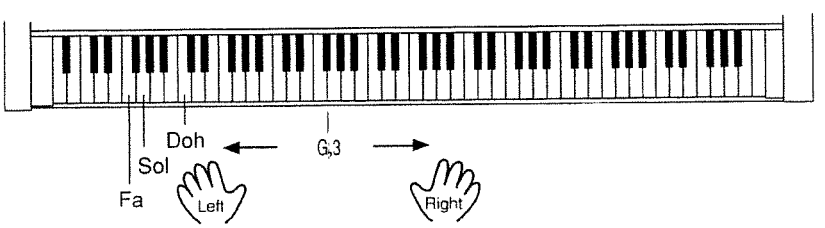
2. **Press the [Big Band] button.**

3. **Press the Style [▲] button several times, until "E.11" appears in the display window.**

You have now chosen the Music Style ("E.11" Dixie).

4. **When the "doh" key (a C chord) is played (as shown below) the accompaniment begins.**

First, the intro plays for four measures. After that, you can start playing the melody.



Once the chord for the left-hand part has been played, you don't need to keep the keys depressed until you play the next chord. (Chord Hold) (p. 25)

After you've played the chord and taken your hands from the keyboard, get ready for the next chord you'll be playing.

If you want to slow down the accompaniment, press the Tempo [-] button. If you'd rather speed it up, then press the Tempo [+] button.

5. **When the performance is through, press the [Intro/Ending] button.**

   If you want to begin the performance again, press the [Intro/Ending] and [Start/Stop] buttons at the same time. Then, when you press the C on the left side of the keyboard, the accompaniment will start up.

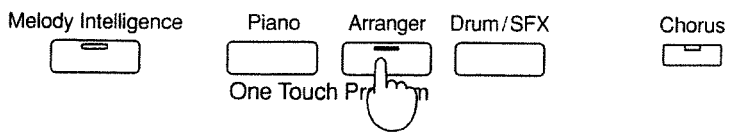
By selecting a different Style, a completely different mood can be created.

Please go through the various styles, and try to find one that matches the song.

Ex.: H-5(March 4/4), H-4(March 6/8)

Setting Up Style Play—One Touch Program [Arranger] Button

With just one push of the KR-370's One Touch Program [Arranger] button, all the necessary settings for Style Play are put into effect.



1. **When you press the One Touch Program [Arranger] button, the button's indicator will come on. This enables Style Play by making the settings below:**
   - Style Play's Sync Start is placed in standby (p. 21)
   - The keyboard is placed in Split mode, with the split point at G♭3. Keys to the left are for accompaniment, and keys to the right play the melody.
   - A Tempo and Tone appropriate for the right-hand part are set.
   - The left pedal's leading bass function is turned On. (p. 56)
   - The center pedal's break function is turned On. (p. 55)

When the One Touch Program [Arranger] button's indicator is lit, the tempo and the Tone for the right-hand part are set to match the Style you have chosen.

* *During Style Play, the Tone for the left-hand part is not sounded.*
* *You can change the split point for Split Mode. Please read "Changing the Split Point" (p. 56).*
* *During Style Play, there may be times when the pitch of the left-hand part changes. This is because the most appropriate pitch for the selected Tone is set.*
* *Style Play, Layer Play (p. 33), and Split Play (p. 32) cannot be used at the same time.*
* *When using Style Play after playback of performance data from a music data disk, settings such as the Tone may have changed.*

  When this happens, either press the Song [▲] and [▼] buttons until "0" appears in the display window, or just erase the recorded performance ("Erasing All Data" p. 36).

Enabling Chord Recognition Over the Entire Keyboard —Piano Style Arranger Play

Pressing the [Whole] button while using One Touch Arranger allows you to have chords recognized anywhere on the keyboard. This allows you to enjoy playing the piano in a more normal manner (without having to think about the split point) and still have accompaniment added automatically. This type of performance is known as "Piano Style Arranger Play."

When You Want to Change Only the Style, Not the Tone or Tempo

During Style Play, when you change the Style, the Tone and tempo automatically change to match the new Style. If you want to change only the Style, and not the Tone or tempo, hold down the One Touch Program [Arranger] button for several seconds, and the button's indicator will go out. After the One Touch Program [Arranger] button's indicator goes off, you can change the Style.

* *While using Piano Style Arranger, when you press three keys simultaneously, it is recognized as a chord.*

<<What is a Style?>>

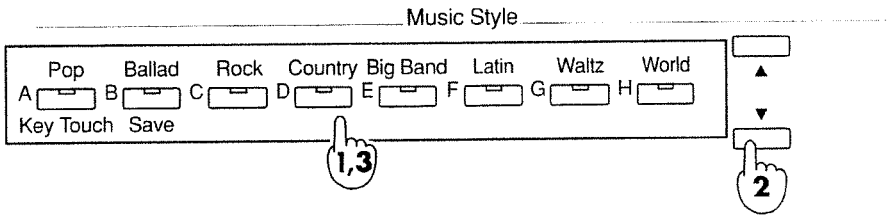
There are many kinds of music throughout the world, each with its own characteristics. Jazz has a "Jazzy" feel, classical music seems "classical." You can say that the "mood" of any style of music is a combination of rhythm and tempo, instruments used, melody, and phrasing.

The sum of the elements that make such a musical genre is called a Music Style.

With each Style, you can manipulate the rhythm, bass, and chords that comprise the accompaniment, or even just the rhythm.

Choosing a Style

The KR-370 has a large number of built-in Styles. These Styles are grouped into eight Groups according to their genre.



Choosing a Style Group

1. **Press the Style Group button to make the button's indicator come on.**

   This Style Group and Style number appear on the display.

Choosing a Style

Each Group contains many Styles, giving you a large selection for choosing the right Styles for the songs you perform.

* *When the power is turned off, the Style numbers for all Style Groups are reset to "1."*

2. **Use the [▲] and [▼] buttons to choose a Style.**

   The indicator for the Group button starts to flash, and the current Style Group and Style number appear on the display.

3. **Press the Group button with the flashing indicator to save the Style you've chosen to the Group button.**

   The indicator for the Group button stops flashing and remains lit continuously.

Once the Style has been saved, you can then call it up just by pressing the Group button.

* *The selected Style can be saved to the Group button even after the Style has been started.*

4. **Play the left-hand side of the keyboard.**

   The Style starts.

When the One Touch Arranger is in use, the KR-370 goes into standby for Sync Start with intro every time the Style is changed (see p. 21).

* *A Style is selected only temporarily unless it is saved to the Group button. If you choose a different Style Group, or do some other operation without first saving the Style you've chosen, the currently selected Style reverts to the Style that was saved previously.*
* *The number of Styles varies from one Group to another. Check out the "Style List" (p. 71) for the numbers and names of Styles.*

Starting and Stopping Style

With Style, besides normal starting and stopping, you can start using an intro, and stop with an ending. With the Intro/Ending function, the most fitting phrase is played to match the Style you've selected.

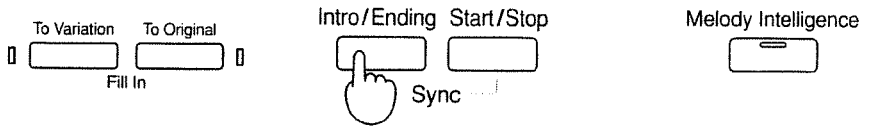
You can also start a Style while simultaneously pressing keys on the left side of the keyboard. This is called "Sync Start."

* *When starting a Style while not using the Arranger function, you can play only the Style's rhythm.*

Starting

Press the Button to Start

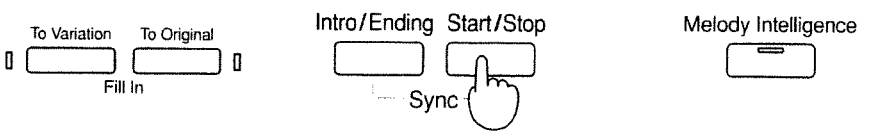
● **When You Wish to Start Using the Intro**



1. **Pressing the [Intro/Ending] button starts the Style with an intro.**

   During the intro, the [Intro/Ending] indicator comes on, and then goes off at the end of the intro.

● **When You Want to Start Without Intro**

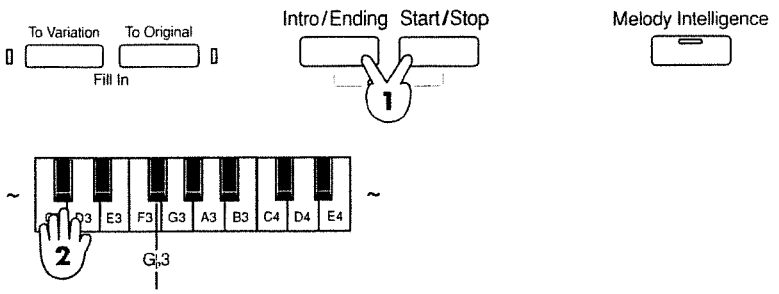


1. **Press the [Start/Stop] button.**

   This starts the Style.

Starting With the Left-Hand Keys (Sync Start)

● **When You Want to Start with Intro**



1. **Press the [Intro/Ending] and [Start/Stop] buttons at the same time.**
   All of the Beat Indicator indicates below the display as well as the [Intro/Ending] indicator will flash on and off.

* *If you want to cancel Sync Start, press the [Intro/Ending] and [Start/Stop] buttons at the same time once more.*

2. **When you play the left-hand keys, Style with intro begins to play.**
   During the intro, the [Intro/Ending] indicator comes on, and then goes off at the end of the intro.

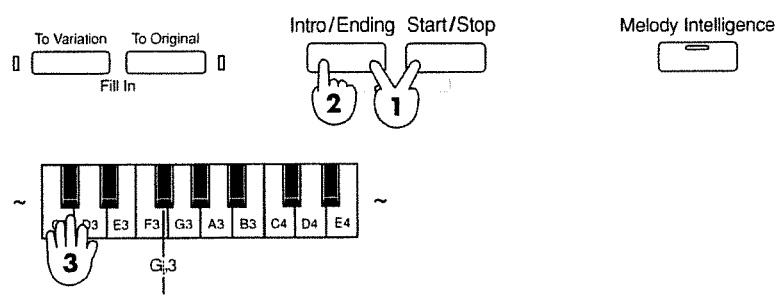
<When You Want to Make the Intro Short and Simple>

1. **Press the [Intro/Ending] and [Start/Stop] buttons simultaneously.**
   All of the Beat Indicator indicates below the display as well as the [Intro/Ending] indicator will flash on and off.

2. **Press the Fill In [To Original] button, (the indicator begin blinking).**

3. **When you press the left-hand keys, the Style, with short type intro, will start.**

● **When You Want to Start Without an Intro**



1. **Press the [Intro/Ending] and [Start/Stop] buttons at the same time.**
   All of the Beat Indicator indicates below the display as well as the [Intro/Ending] indicator will flash on and off.

2. **Press the [Intro/Ending] button; its indicator will go off.**

3. **When you press the left-hand keys, the Style will start.**

Stopping

● **When You Want to Stop With an Ending**

1. **Press the [Intro/Ending] button.**

   The Style stop using an ending. During the ending, the [Intro/Ending] indicator comes on, and then goes off when the ending finishes.

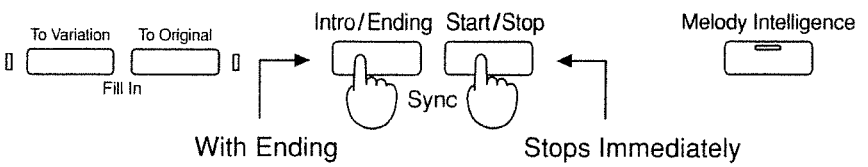
<When You Want to Make the Ending Short and Simple>

1. **Press the Fill In [To Original] button, (the indicator begin blinking).**

2. **While the [To Original] indicator is blinking, press the [Stop] button.**

● **When You Want to Stop Immediately**

1. **Just press the [Start/Stop] button. The Style finishes right away.**

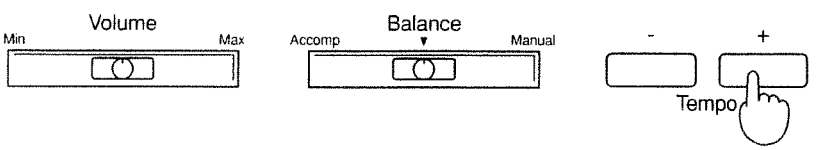


* *The number of measures in the intro and ending will vary according to the Style selected.*

* *You can press the pedal to make a Style fade in (gradually become louder) and start, or fade out (gradually become softer) and end. If you want to do this, you'll have to change how the pedal works. (Check out "Changing the Left Pedal Action" (p. 54) or "Changing the Action of the Center Pedal" (p. 55).)*

Adjusting the Tempo for a Style

The tempo value appears in the display when the tempo is changed. You can also use the beat indicators under the display to check the speed of the tempo.



1. **Pressing the Tempo [+] button speeds up the tempo, and pressing the [-] button slows it down.**

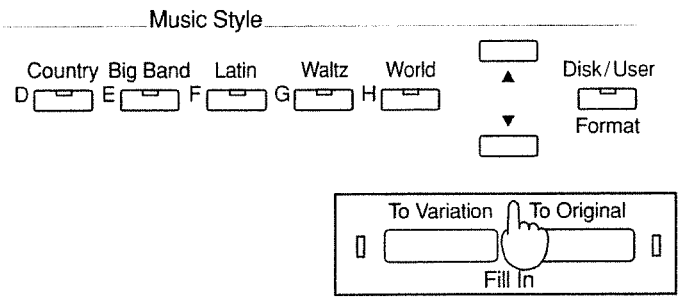
Pressing the Tempo [+] and [-] buttons at the same time returns the selected Style to its original tempo.

Changing the Accompaniment Pattern

With the KR-370, two accompaniment patterns—Original and Variation—are provided for every Style. You can select one or the other before starting the Style.

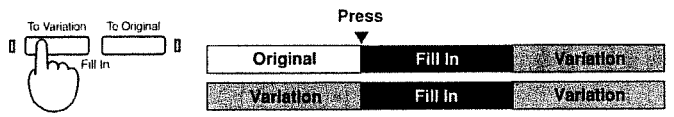
By default, the Original accompaniment pattern will be used.

You can also press a button between melodies, or at the bridge in a song to vary the performance a bit and add a change. This type of performance is called a "fill-in." A fill-in plays a phrase appropriate for the selected style.



[To Variation] button: When this button is pressed, the indicator to the left of the button comes on, and a lively accompaniment pattern is added.

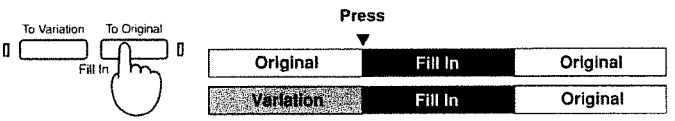
Pressing this button during a performance adds a fill-in followed by the Variation accompaniment pattern. When the Original accompaniment pattern has been chosen, the arrangement is changed.



** When using the One Touch Arranger, the KR-370 returns to the Original accompaniment pattern when the Style is stopped.*

[To Original] button: When this button is pressed, the indicator to the right of the button comes on and an Original accompaniment pattern is added.

Pressing this button during a performance adds a fill-in followed by the Original accompaniment pattern. When the Variation accompaniment pattern has been chosen, the arrangement is changed.



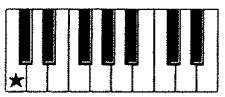
Playing Chords with Simple Fingering—Chord Intelligence

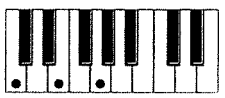
During Style Play, chords are played with the left hand. The KR-370 makes it possible to use simple fingering to play seven typical types of chords at this time.

For example, a C chord ordinarily requires you to play do, mi, and sol. But with the KR-370, all you have to do is play the root of the chord (do)—there's no need to play the other two keys. This function is called "Chord Intelligence."

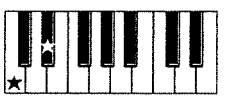
The way the keys are fingered is described below. All of the key-fingering illustrations below show chords with C (do) as the root note. For other chords, refer to the "Intelligent Chord" (p. 76).

●Major (■): Play the root of the chord. ■: Root Note


Chord Intelligence Mode


Normal Mode

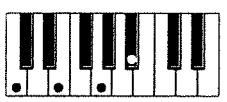
● Minor (■m): Play the root and the note three half steps (a minor third) higher.


Chord Intelligence Mode

Normal Mode

● Seventh (■7): Play the root and the note two half steps (a major second) lower.

Chord Intelligence Mode


Normal Mode

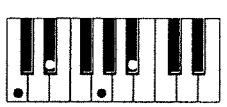
● Major Seventh (■M7): Play the root and the note one half step (a minor second) lower.

Chord Intelligence Mode

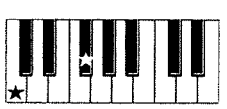
Normal Mode

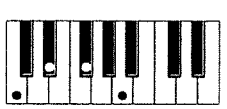
● Minor Seventh (■m7): Play the root, the note three half steps (a minor third) higher, and the note two half steps (a major second) lower.

Chord Intelligence Mode

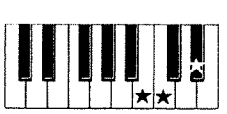

Normal Mode

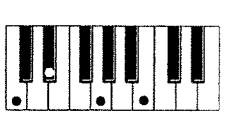
● Diminished (■dim): Play the root and the note six half steps (a diminished fifth) high


Chord Intelligence Mode


Normal Mode

● Minor Major Seventh (■mM7): Play the root, the note one half step (a minor second) lower, and the note three half steps (a major third) higher.


Chord Intelligence Mode


Normal Mode

Holding Chords Played with the Left Hand —Chord Hold

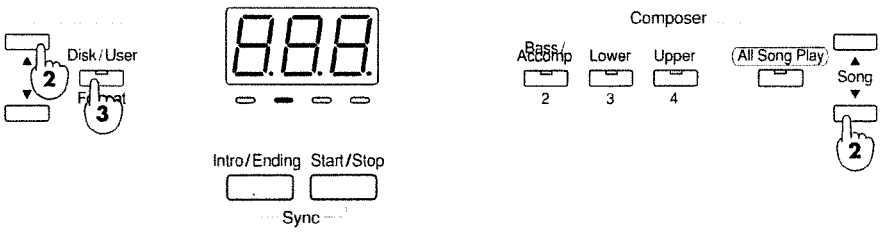
Chord Hold is a function that continues play of the music style while maintaining the sounds played on the section of the keyboard. The chord played on the lower section is held until you play the next chord. This lets you play a chord, release the keys, and get ready to play the next chord.

Using a Style Disk

Besides the Styles that come built-in with the keyboard, there are an additional thirty-six styles on the Style Disk included with your KR-370. By calling up the Styles from the Disk with the [Disk/User] button, you can use them just as you would the internal Styles.

To find these Style names and numbers, please see the "Music Style List" (p. 71).

* *Please note that if you select a Style from the Disk after calling up your own original Styles (User Style) from the keyboard's internal Style bank, that User Style will be erased! If you want to save User Style, please see "Saving Original Styles to Disk" (p. 57).*



1. **Insert the Style Disk in the disk drive. The [Disk/User] indicator will start blinking.**

2. **Press the Song [▲] and [▼] or Style [▲] and [▼] buttons until the number of the Style you want appears in the display window.**

3. **Press the blinking [Disk/User] button, and then Styles will be called up using the [Disk/User] button.**

   When the Style is loaded, the [Disk/User] indicator changes from blinking to steady. After the Style is loaded into memory, just press the [Disk/User] button to call up Styles recorded on the Disk.

* *Even if you begin playing a Style, you can record the Style you've selected by pressing the [Disk/User] button.*
* *If power is cut, Styles recorded by using the [Disk/User] button will be erased.*

4. **Let's Check Out the Left-Hand Keys**

   Begin playing a Style.

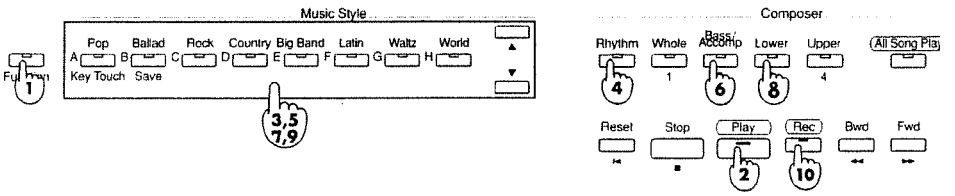
When using Arranger, "Sync Start with Intro" (p. 21) goes to Standby mode.

* *If you go with a disk Style, you won't be able to select the Tone for the right-hand part.*
* *When the power is turned on, the [Disk/User] button is preset to recall Style Disk #7 (Dance 7).*

Creating a Style—Setting Up User Styles

The Styles that come built-in with the KR-370 (internal Styles) are composed of four parts: "Rhythm," "Bass," "Accompaniment 1," and "Accompaniment 2."

With the KR-370, you can combine the parts from different Styles, thereby creating your own original Styles. A Style that you create is called a "User Style." The tempo of a User Style is established by the tempo of the Rhythm part's Style. When you wish to change the tempo, press the [Tempo] button to adjust it.



1. **Press the [Function] button (the indicator should begin blinking).**

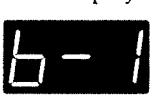
2. **Press the [Play] button.**

   While the [Rhythm] and [Rec] indicators begin blinking, the rhythm for the Style you have selected starts playing.

3. **Find and choose a rhythm you like by pressing the Style Group button and the [▲] and [▼] buttons.**

   Each time you change the Style, the rhythm being played will change as well.

   In the display window the selected Style Group and Style number will appear.



4. **To make your choice for the rhythm, press the blinking [Rhythm] button.**

   The [Rhythm] button stops blinking (it now lights steadily), and the newly-selected rhythm continues to sound. The [Bass/Accomp] button indicator begins blinking, and the bass sound from the present Style is added to the rhythm and played back.

5. **Choose a bass sound by pressing the Style Group button and the [▲] and [▼] buttons.**

   Each time you change the Style, the bass sound being played back will change. The selected Style Group and Style number will appear in the display window.

6. **Confirm your choice for the bass by pressing the blinking [Bass/Accomp] button.**

   The [Bass/Accomp] button will stop blinking, and instead light steadily. The [Lower] button indicator begins blinking. The Accompaniment 1 from the present Style is added to the rhythm and bass, and played back.

7. **Choose an Accompaniment 1 by pressing the Style Group button and the [▲] and [▼] buttons.**

8. **Confirm your choice for Accompaniment 1 by pressing the [Lower] button.**

   The [Lower] button will now light steadily, and the [Upper] button indicator begins blinking. The Accompaniment 2 from the present Style is added to the rhythm, bass, and Accompaniment 1, and played back.

9. Choose an Accompaniment 2 by pressing the Style Group button and the [▲] and [▼] buttons.

If you wish to cancel the Style setup operation, you can press the [Function] button, and the button's indicator will go out.

You can also use the [Balance] slider to adjust the volume level of any part whose button indicator is blinking.

10. When your Style setup is complete, press the [Rec] button.

User Styles are sent to memory using the [Disk/User] button, and the currently selected Tone number is shown in the display window.

* *If you want to change the settings of any part after you've set and recorded your User Style, please read the item below "When You Want to Edit Your Style" (p.28).*

11. Let's Try a User Style Play

When Arranger is ON:

The Beat Indicator below the display flashes on and off. If you play on the left (lower) part of the keyboard, you will be able to play using the User Style.

When Arranger is OFF:

If you press the One Touch Program [Arranger] button, the Beat Indicator below the display will flash. If you play on the left (lower) part of the keyboard, you will be able to play using the User Style.

When you want to call up a User Style, press the [Disk/User] button.

* *When a User Style is stored in the KR-370's internal memory, if you select a Disk Style from the Style Disk, or switch off the power, the User Style will be erased. When you do want to save your User Style, please see "Saving Original Style to Disk—User Style Save" on p.57*
* *Combining of parts can only be done with internal Styles. You won't be able to combine parts from either Disk Styles or performances you have recorded (such as drum performances).*
* *You cannot select the same part in the same Style for both Accompaniment 1 and Accompaniment 2.*

When You Want to Edit Your Style

You can make changes to a User Style if it is stored in the keyboard's internal memory. Styles that have been saved to disk cannot be edited.

1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [Play] button.**
   All the track buttons' indicators for selected User Style come on (except the one for the [Bass/Accomp] button), and the User Style can be played back.

3. **Press the track button of the part you want to edit two times, causing the button indicators to start blinking.**

Track buttons correspond to each part as follows:

Track Button	Part
[Rhythm]	Rhythm
[Whole]	(None)
[Bass/Accomp]	Bass
[Lower]	Accompaniment 1
[Upper]	Accompaniment 2

4. **Find and choose the part you want by pressing the Style Group button and the [▲] and [▼] buttons.**

5. **Press a track button with a blinking indicator, and the part is set.**
   The blinking track button will now light steadily. Then, even if you press the track button of the next part you want to edit, you can set the current part.

6. **When your Style is all set, press the [Rec] button.**
   The User Style is recorded with the [Disk/User] button, and the number of the Tone you are using at the moment appears in the display window.

Muting Specific Parts in Each Division

The word "division" is used to describe a particular stage of a performance. When performing using Style Play, there are six divisions, as listed below:

- When the intro is being played
- When an original accompaniment pattern is being played
- When a variation accompaniment pattern is being played
- When a variation fill-in is being played
- When an original fill-in is being played
- When the ending is being played

With the KR-370, when you select a division from a User Style, you can prevent a specific part of that division from sounding (mute the part).

* *You can mute parts in each division only on Styles that have been stored in internal memory. You will be unable to mute the part in divisions of Styles saved to floppy disks.*

Ex.: Muting Accompaniment 1 and 2 During a Variation Accompaniment Pattern

1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [Play] button.**

   The User Style will be played back.

3. **Press the [To Variation] button, bringing up the variation accompaniment. (Bring up the division you want to mute.)**

   In cases where the division is over several seconds after beginning (intros, ending, fill-ins), go to the next operation during the division (for example, while the intro is playing).

4. **While holding down the [Fwd] button, press the track button's [Lower] and [Upper] buttons.**

   (In other words, while holding down the [Fwd] button, press the track buttons for the parts you want to mute.)

   Accompaniment 1 and Accompaniment 2 will be muted, and the indicators on the [Lower] and [Upper] buttons will turn off.

If you want to play back any parts which you have muted, then during the division you want played back: hold down the [Fwd] button while you press the track buttons (their indicators off) for the parts you want to hear played back. The indicators on those track buttons will come on, and the sound on those parts can then be heard.

5. **When your Style is all set, press the [Rec] button.**

   The User Style is recorded with the [Disk/User] button, and the number of the Tone you are using at the moment appears in the display window.

6. **Let's Try a User Style Play**

When Arranger is ON:

The Beat Indicator below the display flashes on and off. If you play on the left (lower) part of the keyboard, you will be able to play using a User Style.

When Arranger is OFF:

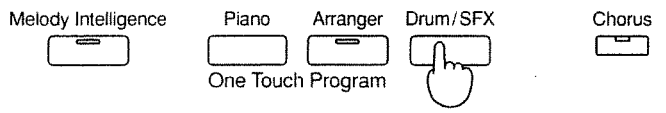
If you press the One Touch Program [Arranger] button, the Beat Indicator below the display will flash. If you play on the left (lower) part of the keyboard, you will be able to play using a User Style.

When you want to call up a User Style, press the [Disk/User] button.

3.Using the Performance Functions

Playing Drums—the [Drums/SFX] Button

You can use the keyboard to produce a wide range of percussion sounds and sound effects. Each key will offer a different percussion sound or sound effect.

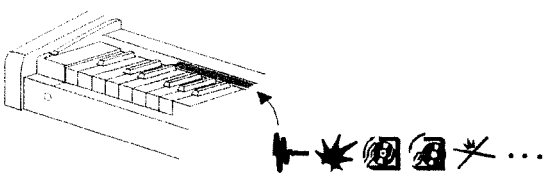


1. **Press the [Drums/SFX] button to enable percussion sounds.**

   Each press of the [Drums/SFX] button thereafter will toggle you between percussion sounds and sound effects.

   The abbreviations "dr." (drums) and "SF." (sound effects) are used in the display.

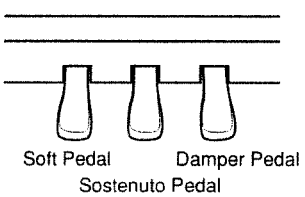
** The percussion sounds that are played by the keys are illustrated on the panel.*



** Take a look at the "Drum Set List" (p. 78) for a list showing which keys play which percussion sounds and sound effects.*

Using Pedals

The three pedals on the stand function as follows when you first switch on the power or press the One Touch Program [Piano] key.



Soft Pedal	Depressing this pedal makes for a softer sound.
Sostenuto Pedal	Lingering vibrations are added to the keys that were already down when this pedal is depressed. No effect is applied to keys played after that.
Damper Pedal	Depressing this pedal adds lingering vibrations to all Tones.

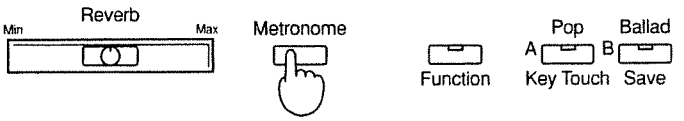
During Style Play or Split Play, the three pedals function as described below.

	Left pedal	Center pedal	Right pedal
Whole-keyboard play	Soft	Sostenuto	Damper
Split Play	Damper for left-hand part	Sostenuto for right-hand part	Damper for right-hand part
Style Play	* Leading Bass	* Break	Damper for right-hand part

** During Style Play, the left pedal and the middle pedal can be changed to use other functions. For details, see p. 54 and 55.*

Playing Along with the Metronome—the [Metronome] Button

The KR-370 has a built-in metronome that you can use for practicing at a steady tempo.



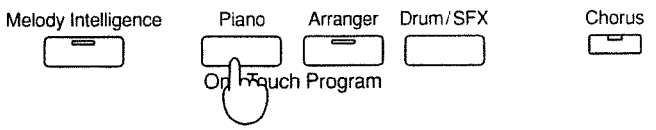
1. **Press the [Metronome] button to start the metronome sound. Pressing the button again switches it off.**

You can adjust the tempo of the beat with the Tempo [+] and [-] buttons.

* *The beat and the tempo use the settings for the currently selected Style. If a Style for the tempo you want isn't available, see "Changing the Beat of the Metronome" (p. 61).*
* *If you want to adjust the volume of the metronome, see "Changing the Volume of the Metronome" (p. 61).*

Getting Ready for a Piano Performance —the One Touch Program [Piano] Button

This button makes the KR-370 ready for a piano performance, no matter what settings may have been made from the panel. The Tone of the piano at this time is "1-1" (Grand Piano 1).



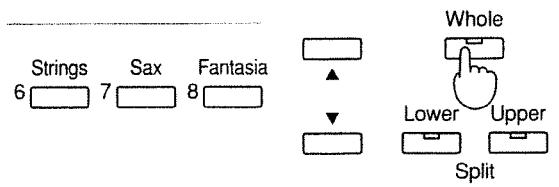
1. **Press the One Touch Program [Piano] button.**

Playing One Tone Over the Entire Keyboard —Whole-Keyboard Play

Playing one Tone with the entire keyboard is called "Whole-Keyboard Play."

The Tone currently selected for the right-hand part is heard during Whole-Keyboard Play.

The KR-370 is set up for Whole-Keyboard Play when the power is switched on.



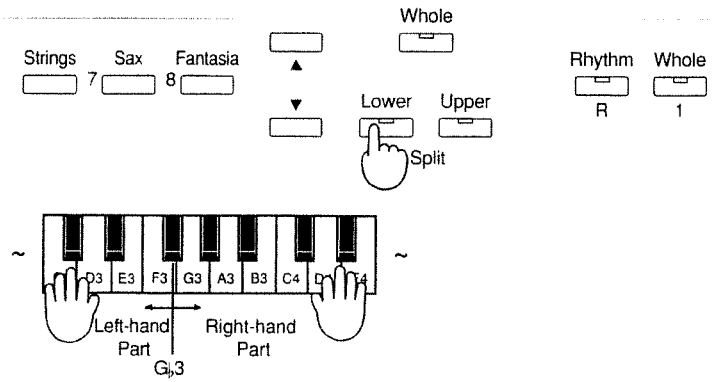
1. **Press the [Whole] button.**

* *Pressing a Tone button to change the Tone during Whole-Keyboard Play makes the Tone for the right-hand part change as well.*
* *Pressing the [Whole] button during Style Play enables the "Piano Style Arranger" (see p. 19).*

Playing Different Tones with the Left and Right Hands —Split Play

You can make a particular key the boundary for dividing the keyboard into a left-hand zone and a right-hand zone, and play different Tones in each zone. This division of the keyboard into two sections is called a "split," and the key that marks the boundary is called the "split point." The split point on the KR-370 is set to G♭3 when shipped from the factory.

Making a Split



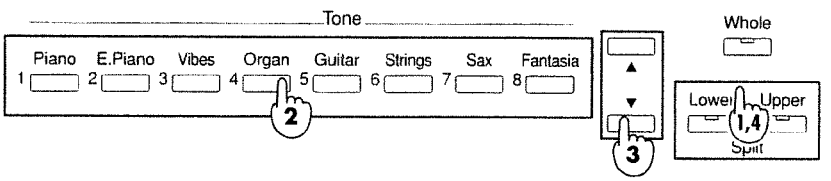
1. **Press the Split [Lower] button.**

   The indicators for the Split [Upper] and [Lower] buttons both come on, and the keyboard is split into two zones. Try fingering the keyboard—you'll hear different Tones for the right-hand part and left-hand part.

* *Both parts use the Tones that have previously been set for them.*

* *You can change the key that's used as the split point—see "Changing the Split Point" (p. 56).*

Changing the Tone



1. **Press the button for the Part for which the Tone is to be changed.**

● **Choosing the Tone Group**

2. **Press the button for the Tone Group.**

   The Group number and Tone number appear on the display.

If the Part indicator has been flashing, the flashing stops and the indicator remains on continuously.

● **Choosing a Tone**

3. **Use the [▲] and [▼] buttons beside the Tone buttons to choose a Tone.**

   The indicator for the Part button starts to flash, and the current Tone number appears on the display.

4. **Press the Part button with the flashing indicator to save the Tone you've chosen to the Group button.**

   The indicator for the Part button stops flashing and remains lit continuously.

Once the Tone has been saved, you can then call it up just by pressing the Group button.

A Tone is selected only temporarily unless it is saved to the Group button. If you choose a different Tone Group, or do some other operation without first saving the Tone you've chosen, the currently selected Tone Group reverts to the one that was saved previously.

* *The number of Tones varies from one Group to another. Check out the "Tone List" (p. 70) for the numbers and names of Tones.*
* *When the power is switched off and then back on, the Tone for the left-hand part is set to Tone number 8.35, "Acoustic Bass."*
* *The Tone numbers for the Tone Groups when the power is turned on are as follows.*

Left-hand Part	Tone Groups 1 to 7:	Tone number 1
	Tone Group 8:	Tone number 35 (Acoustic Bass)
Right-hand Part	Tone Groups 1 to 8:	Tone number 1

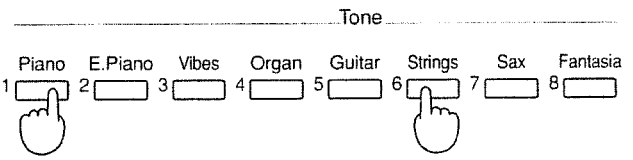
* *If you change the Tone Group for the right-hand part, the selected Tone Group for Whole-Keyboard Play also changes.*
* *The Tone settings for the Group buttons are saved separately for the left-hand and right-hand parts. This means that pressing the same Group button for the left-hand and right-hand parts may produce different Tones.*
* *The pitch of the sound may be altered when the keyboard is split, because the unit sets the pitch to the optimum range for the Tone that is selected.*
* *Split Play, Layer Play (p. 33), and Style Play (p. 18) cannot be carried out simultaneously.*

Playing Two Tones at the Same Time—Layer Play

You can use the keyboard to play two different tones at the same time. For instance, it's possible to play a performance that uses the Tones for both Piano and Strings. This method of performance is called "Layer Play."

The [Balance] slider can be used to adjust the volume balance of the two Tones.

As an example of this, let's try Layer Play using the Tones for Piano and Strings.



1. **Hold down the [Piano] Tone Group button and press the [Strings] button.**

   The display shows the Tone Group and Tone number of the Tone at the button that is the furthest to the left of the two buttons that have been pressed. When you play the keyboard, both Tones are heard at the same time.

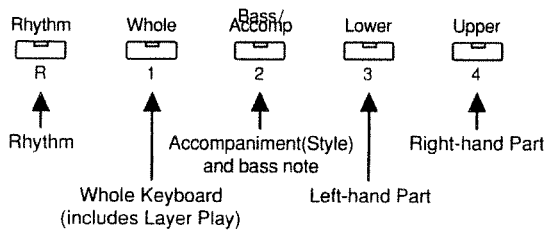
* *Layer Play, Split Play (p. 32), and Style Play (p. 18) cannot be carried out simultaneously.*

4.Recording and Playback

Recording a Performance

The KR-370 has a built-in recording feature, called the "Composer," that works much like a tape recorder. The Composer makes it possible to record what you play, and also to use commercially available music data in your performances.

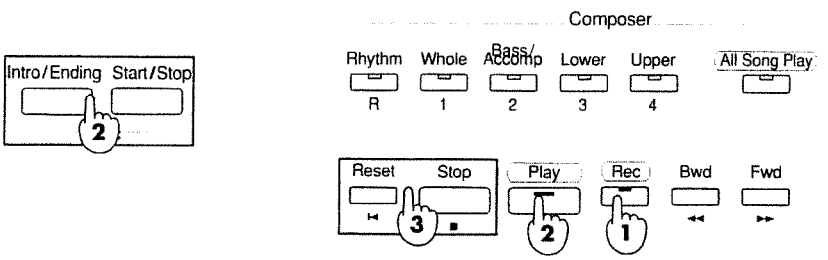
The KR-370 allows you to record and save one song. Every time you make a recording, the performance data is automatically divided into five tracks and saved. These five tracks and their buttons are shown below:



What Are Tracks?

Tape recorders (and many other audio recording devices) are designed so they use separate locations for placing the sound for the left speaker versus that for the right speaker. These locations are called "tracks."

Recording a Performance



1. **Press the [Rec] button to put the KR-370 into recording standby.**

   When you do this, the indicator for the [Rec] button will light steadily, while the one for the [Play] button begins flashing.

The tracks for recording are also automatically selected, and the indicators for the Track buttons flash.

Only when you're playing while set to Whole keyboard can you record to a desired track (any except the Rhythm track). In this case, the track at the button that was pressed last becomes the track used for recording.

* *If there is a disk in the disk drive, or if you're recording your own performance after playing performance data on disk, use the Song [▲] and [▼] buttons to choose "0."*

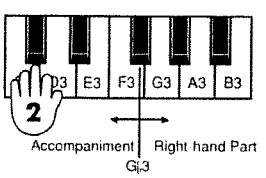
The number "0" is assigned to your performance.

After that, press the [Rec] button and continue with the following steps.

2. **Start recording.**

If you are recording with a Style playing:

With starting the Style Play, and recording will start.



Recording at all other times:

Press the [Play] button. You'll hear two bars being counted, then recording starts.

Once recording has started, the indicator for the [Play] button will light steadily instead of flashing.

3. **When the performance is over, press the [Stop] or [Reset] button.**

   If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

   The indicators on Track buttons where data has been recorded will now light steadily instead of blinking.

* ***Some Cautions About Recording***

If you perform any of the following operations after making a recording, the performance data you've recorded will be discarded:

- *Switch off the power*
- *Press the [All Song Play] button to play songs on disk*

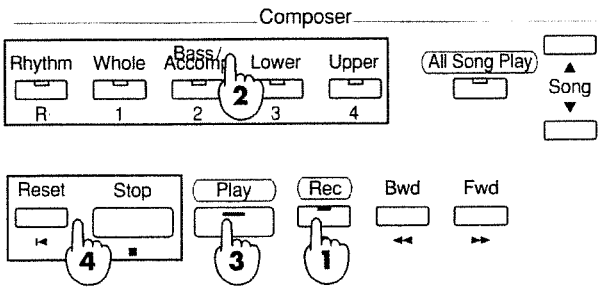
If you want to save the performance data you've recorded, see "Saving a Recorded Performance to Disk—Save" (p. 39).

* *Once you have a song recorded on the KR-370, you won't be able to select songs contained on disk. If you want to play data from a disk, first refer to "Erasing All Data" (p. 36).*

* *In Style Play or in performances which make use of the chorus effect, if you overdo it on the organ with rotary effect, you might experience problems, including Tones other than organ being affected by the rotary effect, or the rotary effect on the organ Tone being lost.*

If You Make a Mistake in the Performance

If you make a mistake, here's how to do the recording over again.



1. **Press the [Rec] button to make the button indicator come on.**

2. **Press the button for the track that you want to record over again.**

   The indicator for the Track button starts to flash.

3. **Start recording.**

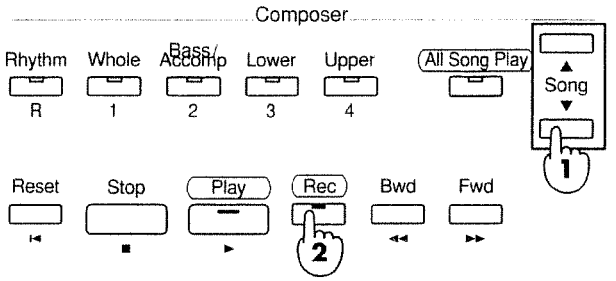
   If the performance that you're recording again is shorter than the performance you recorded before, part of the previous performance remains on the track. If you want to erase the previous performance completely, you need to delete all of the performance data and do the recording over again. (The next section explains how to do this.)

4. **When finished playing, press the [Stop] or [Reset] button.**

Erasing All Data (with a Disk Song Selected)

The procedure described in this section is used to erase all data that's been recorded.

* *If a Style disk is in the disk drive, be sure to remove the disk from the drive before carrying out the following steps.*



1. **Press either the Song [▲] or [▼] button to make song number "0" appear on the display.**

Once you've done this, pressing either the Song [▲] or [▼] button again brings up a message asking you if you're sure you want to erase the data.

The abbreviation "CLr" (Clear) is used in the display.

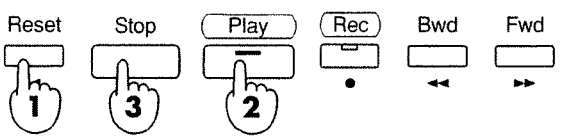
2. **If you want to erase the data, press the [Rec] button (flashing).**

   If you don't want to erase the data, press the [Stop] button.

   After the data has been erased, you can use the Song [s] and [t] buttons to choose a song on disk.

* *You can also erase the data by plessing [All Song Play] button while holding down the [Rec] button.*

Playing a Recorded Performance



1. **Press the [Reset] button to rewind the performance to the start of the first bar.**

2. **Press the [Play] button to start playback of the recorded performance.**

   The current measure number is shown on the display.

   You can use the [Fwd] and [Bwd] buttons to move forward and backward through the bars of song data.

3. **Playback stops automatically when the performance ends.**

   If you want to stop the performance before it ends, press the [Stop] button or the [Reset] button.

* *If you hold down the [Stop] button and press the [Play] button, the metronome counts down two measures before playback starts.*

Temporarily Erasing Sounds on a Specific Track (Track Mute)

When working on a specific track, you can temporarily keep the sound from playing (mute) on just that one track.

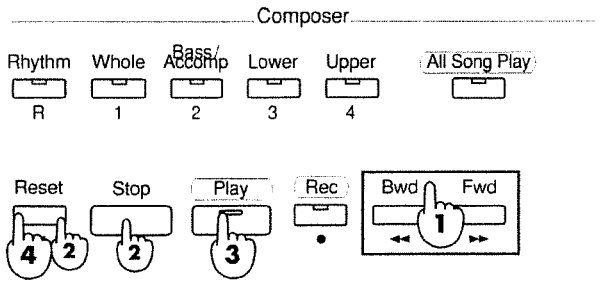
In instances such as when you might want to practice your keyboard skills with only one part of a song on a commercial music disk, just mute the track for the part you are going to play yourself. This playing in place of the recorded, but muted part is called "Minus One Play." You can also record your Minus One Play. (p. 38) (Refer to "Recording Minus One Play)

1. **Pressing a lit track button will turn off the indicator on that button.**

   As long as the indicator is off, the track will not play back its sound. When you press the track button again, its indicator will come back on, and the sound will again be heard.

Rewinding Back to and Playing the Same Passage

The KR-370 lets you place a marker in a song. Once you've placed this marker, you can play back the song from the beginning of the marked measure.



1. **Use the [Fwd] and [Bwd] buttons to move to the start of the bar you want to place a marker.**

   For example, move to the eighth measure.

   The number of the current measure appears in the display each time you press the [Fwd] or [Bwd] button, so use this as a guide to move to the desired bar.

2. **Hold down the [Stop] button and press the [Reset] button.**

   This places the marker at the eighth bar.

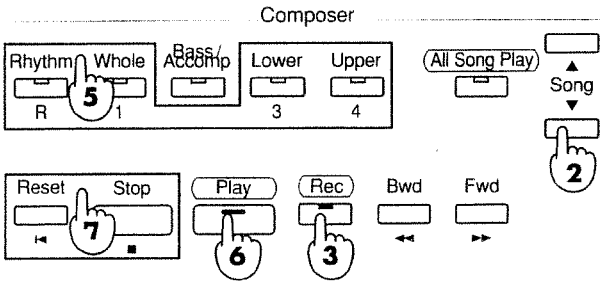
3. **When you press the [Play] button, the button's indicator comes on and the performance starts from the eighth bar.**

4. **When you're done, press the [Reset] button to stop the song and go back to the start of the eighth bar.**

   If you press the [Reset] button again after step four, you'll return to the start of the song. If you press the [Reset] button when you're somewhere after the eighth bar, you return to the eighth measure.

* *Pressing the [Reset] button when you're somewhere between the first bar and the marked bar returns you to the first bar. If you're somewhere beyond the marked measure when you press the button, you return to the marked measure.*

Recording Minus One Play



1. **Insert the Music Data disk in the disk drive.**

2. **Use the Song [▲] and [▼] buttons to choose a song.**

3. **Press the [Rec] button to make the button indicator come on.**

4. **The tracks that can be recorded are determined by the current state of the performance, so use the following steps to set up the performance state according to the track you wish to record.**

Track to be recorded	Operation
[Whole]	Piano — Press the One Touch Program [Piano] button to enable Whole keyboard Play
[Lower] and [Upper]	Lower — Press the Split[Lower] button to enable Split Play
[Rhythm]	Drum/SFX — Press [Drums/SFX] to enable Drum Play

* *It's not possible to record the [Bass/Accomp] track.*

* *If you choose something other than one of the predetermined tracks, nothing will be recorded to the track, but the performance for that track will be erased.*

5. **Press the button for the track you want to record to make the button indicator start to flash.**

6. **Press the [Play] button.**

   Two measures are counted out, and recording starts.

7. **When the performance is over, press the [Stop] or [Reset] button.**

   If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

   When the performance is stopped, the button indicator for the recorded track stops flashing and remains continuously lit.

* *If you want to save the recorded performance data to disk, take a look at p. 39.*

* *Recorded performance data for Minus One Play cannot be converted to SMF music data and saved on disk.*

* *Sometimes, after recording with [Whole] tracks certain kind of performance data, the Tone already stored change to the one you have set.*

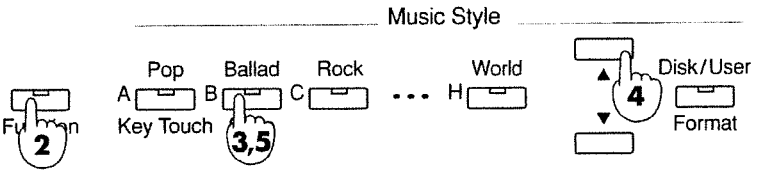
Saving a Recorded Performance to Disk—Save

Normally, any music you record will be discarded once you switch off the power, or press the [All Song Play] button to play back songs on disk.

If you wish to keep such performance data, you should follow the steps described below to store it on a disk. Storing a recorded performance on disk in this manner is called "saving."

The actual number of songs that can be saved on a single disk varies according to the amount of data in each of the songs, but the maximum number of songs that can be saved is 99.

** A brand-new disk or a disk that has been in use with another piece of equipment cannot be used as-is. Refer to "Using a New Disk—Format" on the next page.*



1. **Make sure that the write-protect tab on the disk to be used is positioned at "WRITE" (see p. 5), and insert the disk in the disk drive.**

   ** You can save onto the following types of disks:*

   - Disks newly formatted on the KR-370
   - Disks on which you've already saved at least one KR-370 performance data.

2. **Press the [Function] button (its indicator starts flashing).**

3. **Press the [Ballad] button (its indicator starts flashing).**

4. **Use the [▲] and [▼] buttons to choose the song number you want to save.**

   The song number appears on the display.

You can select any song number from 1 to 99. A "U" appears in front of song numbers that have already been saved on the disk. If you select one of these numbers, the song on disk is overwritten.

Song number 22 on the disk has already been used.

If you want to quit without saving, press the [Function] button to make the indicator go out.

5. **If you want to go ahead and save the song, press the [Ballad] button again to make the button indicator remain lit.**

If you want to hear the song you've saved to disk, see "Playing Performance Data on Disk—Listening to Music Data" (p. 40).

** If an error message is displayed during the procedure, take a look at the "Error Message Table" (p. 74) to find out what the problem is.*

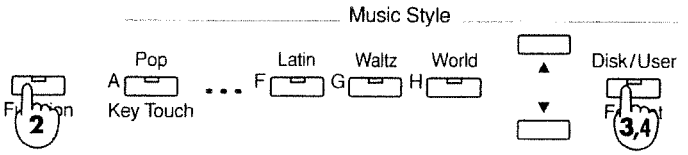
** Recorded performance data can also be converted to SMF music data and saved on disk. For details, see "Saving as SMF Music Data p. 63.*

4.Recording and Playback

Using a New Disk—Format

A brand-new disk or a disk that has been in use with some piece of equipment other than the KR-370 must be formatted before you can use it with the KR-370.

Formatting a disk destroys all data previously stored on the disk. Be sure to use only a disk which can safely be formatted.



1. **Make sure that the write-protect tab on the disk to be formatted is positioned at "WRITE" (see p. 8), and insert the disk in the disk drive.**

2. **Press the [Function] button (its indicator starts flashing).**

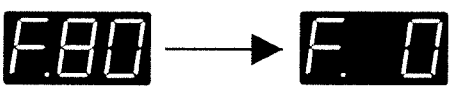
3. **Press the [Disk/User] button.**

   When you do this, "For" appears on the display as shown below.

If you want to quit without formatting the disk, press the [Function] button to make the indicator go out.

4. **If you want to go ahead with formatting, press the [Disk/User] button again to make the button indicator remain lit.**

   Formatting starts, and a countdown appears on the display.



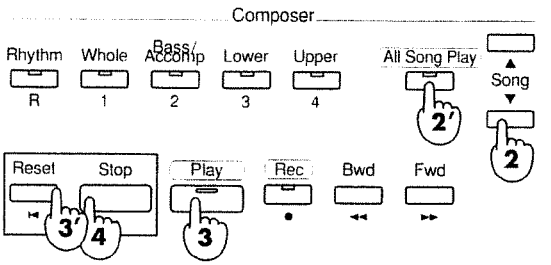
   Formatting is completed when "F.0" appears on the display.

* *If an error message is displayed during the procedure, take a look at the "Error Message Table" (p. 74) to find out what the problem is.*

Playing Performance Data on Disk—Listening to Music Data

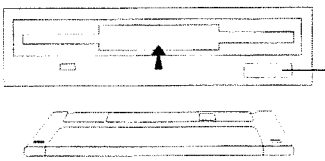
The KR-370 has a built-in disk drive. This makes it possible not only to listen to performance data that you've saved to disk yourself, but also to enjoy a wide variety of commercially available music data. No matter what the source of the data on disk, the procedure used to play it back is the same.

* *Before you start to work with data on disk, read through "Before Using Disks" (p. 8).*



1. **Insert a music data disk in the disk drive.**

The disk drive for the KR-370 is located at the right edge of the unit's panel.

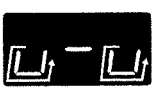


Playing Just One Song

2. **Use the Song [▲] and [▼] buttons to display the number of the song you want to hear.**

3. **Press the [Play] button to start playing the song.**

* *If the song uses Format 1 SMF data, there will be a slight delay until playback starts. The display shows the following screen until playback begins:*



The figure rotates in the direction of the arrow.

* *If the song starts in the middle of a measure, the display shows "PU" (pickup) at the beginning of the song, then displays the measure number.*

4. **Play stops automatically when the performance ends.**

If you want to stop the performance before it ends, press the [Stop] button or the [Reset] button.If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

* *With some song data, the keyboard may produce no sound when keys are struck after playback. If this happens, use the Song [▲] and [▼] buttons to select song number "0," or delete the recorded performance ("Erasing All Data" p. 36).*

Playing All Songs

2'. **Press the [All Song Play] button.**

The button's indicator comes on, and all songs on the disk will be played consecutively. The song data is played over and over until the performance is stopped.

3'. **Press the [Stop] button or the [Reset] button to stop the performance.**

If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

* *If you've already recorded some performance data on the KR-370, it's deleted when the [All Song Play] button is pressed. If you want to save your performance data, see "Saving a Recorded Performance to Disk-Save" p. 39.*

Rewind and Fast Forward

You can use the [Fwd] and [Bwd] buttons to move forward and backward through the bars of song data for playback.

Each press of the corresponding button moves you forward or backward one bar, and you can hold down a button to move continuously through the data.

* *Sometimes, after recording with [Whole] tracks certain kind of performance data, the Tone already stored change to the one you have set.*

5.Editing Recorded Performances

You can edit performances recorded on the KR-370 using the seven functions listed below.

1. **Erasing All Data on One Track—Track Clear**
2. **Arranging Separate Notes—Quantize**
3. **Copying a Measure—Copy**
4. **Deleting a Measure—Delete**
5. **Inserting Blank Measures—Insert**
6. **Adjusting the Volume of Individual Parts**
7. **Adjusting the Tempo of Recorded Performances**

* ***Causions about Editing***

Sometimes you may not be able to return to the original, unedited version. It sometimes happens that the results are not as you expect. Especially when editing performance data that use the Arranger function, the accompaniment may slip out of time or even change. To prepare against this possibility, we recommend that you first save your performance data onto disk.

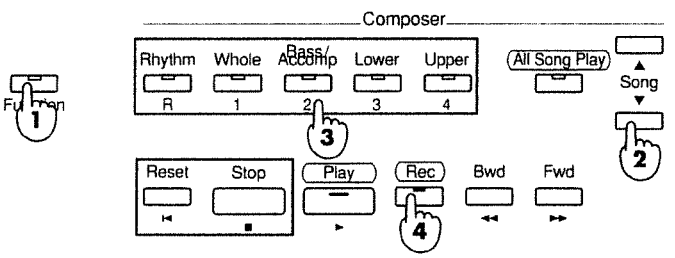
When you want to edit a performance that has been saved to disk.

Insert that disk into the disk drive.

Select the performance you want to edit by using the Play [▲] and [▼] buttons, and begin playback by pressing the [Play] button. Then you can start editing.

Erasing All Data on One Track—Track Clear (Edit 1)

Performing this operation erases all performance data on the specified track. Please be careful: once you have erased the data, you won't be able to return to the original version.



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the Song [▲] and [▼] buttons, and "Ed.1" will be shown in the display window.**

3. **Press the button for the track you want to erase, and the indicator on that track button will start blinking.**

If you wish to cancel the operation at this point, press the [Function] button, and the indicator will stop blinking.

4. **Press the [Rec] button, and the track will be cleared.**

   The indicators on the track button and [Function] button will stop blinking.

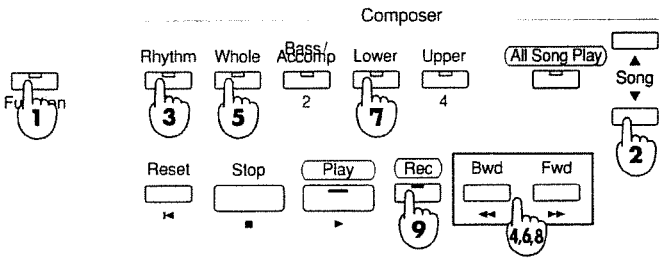
Arranging Separate Notes—Quantize (Edit 2)

You can arrange the timing of the notes in a recorded performance. This is called "Quantize." For example, sometimes the timing of quarter notes becomes somewhat shift ahead or back from the way it was intended to be played. In this case, by quantizing the quarter (1/4) notes, you can get the timing just right.

With this procedure, you can arrange the timing of all the tracks.

** Once you Quantize, you will not be able to return to the original version—so before you go ahead with a Quantize, we recommend that you first save your performance data on disk.*

Ex.: Quantizing the Quarter (1/4) Notes of Measures Six through Ten



1. **Press the [Function] button—the indicator will begin blinking.**

2. **Press the Song [▲] and [▼] buttons until "Ed.2" appears in the display window.**

3. **Press the [Rhythm] button.**

4. **Use the [Fwd] and [Bwd] buttons to find the number of the measure from which you want to have quantization applied.**
   At this time, the display reads "End" when the end of the song is reached.
   * Selecting "End" for the first bar to be quantized makes it be not in active.

   Choose "6."

5. **Press the Composer [Whole] button.**

6. **Use the [Fwd] and [Bwd] buttons to choose the number of measures to quantize, including the measure where quantization is to begin.**
   "ALL" appears on the display, and everything from the measure where quantization starts to the final measure is selected automatically.
   ** Choose "ALL" when you want to quantize everything up to the last bar of the song.*

   Since we will quantize five measures, from six through ten, choose "5."

7. **Press the Composer [Lower] button.**

8. **With the [Fwd] and [Bwd] buttons, designate the timing at which you want to quantize.**

Specify a note value equivalent to the shortest note (or even shorter) that was used in the performance data to be quantized.

The indication in the display window corresponds to the note values shown below:

Display	Timing	
1.2	Half Note (1/2)	𝅗𝅥
1.4	Quarter Note (1/4)	♩
1.6	Quarter Note Triplet (1/6)	♩³
1.8	Eighth Note (1/8)	♪
1.12	Eighth Note Triplet (1/12)	♪³
1.16	Sixteenth Note (1/16)	𝅘𝅥𝅯
1.24	Sixteenth Note Triplet (1/24)	𝅘𝅥𝅯³
1.32	Thirty-second Note (1/32)	𝅘𝅥𝅰

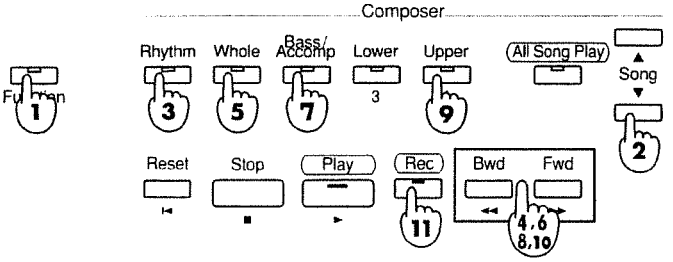
Select "1.4" (Quarter Note).

If you wish to cancel the operation at this point, press the [Function] button, and the button's indicator will stop blinking.

9. **Pressing the [Rec] button will complete the Quantize operation.**
   The [Function] indicator will then go out.

Copying a Measure—Copy (Edit 3)

You can copy and move performance data contained in a designated measure to another measure on the same track. This is very convenient when you want to repeat the same phrase one or more times.
When you use this function, all tracks are copied.
Ex.: Makes two copies of measures six to ten at the end of the song



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the Song [▲] and [▼] buttons until "Ed.3" appears in the display window.**

3. **Press the [Rhythm] button.**

4. **Use the [Fwd] and [Bwd] buttons to find the number of the measure from which you wish to start copying.**
   At this time, the display reads "End" when the end of the song is reached.
   ** Selecting "End" for the first bar to be copied makes it be not in active.*
   Choose "6."

5. **Press the [Whole] button.**

6. **Use the [Fwd] and [Bwd] buttons to choose the number of measures to copy, counting from the measure where Copy begins.**
   Since we will copy five measures, from six through ten, choose "5."

"ALL" appears on the display, and everything from the measure where copy starts to the final measure is selected automatically.
** Choose "ALL" when you want to copy everything up to the last bar of the song.*

7. **Press the [Accomp/Bass] button.**

8. **With the [Fwd] and [Bwd] buttons, designate the first of the measures you want to copy to, in this case "End."**
   At this time, the display reads "End" when the end of the song is reached.
   ** Choose "End" when you want to copy to the end of the song.*

9. **Press the Composer [Upper] button.**

10. **If you want to make a copy at some location between the start and end of the song, use the [Fwd] and [Bwd] buttons to choose the number of copies to make.**
    Here we'll select "2."
    ** If Performance data exists at the copy destination, it is overwritten by the copy operation.*

If you wish to cancel the operation at this point, press the [Function] button, and the button's indicator will stop blinking.

11. **Pressing the [Rec] button will complete the Copy.**
    The [Function] indicator will then go out.

Deleting a Measure—Delete (Edit 4)

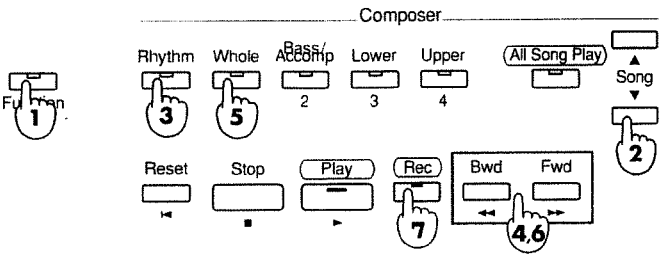
This operation cuts out specified measures from the performance data.

When you delete measures this way, performance data following the selected measure (or measures) is shifted forward.

In this operation, all tracks in the selected measures are deleted.

** Once you use Delete, you will not be able to return to the original version.*

Ex.: Deleting Measures Six Through Ten



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the Song [▲] and [▼] buttons until "Ed.4" appears in the display window.**

3. **Press the [Rhythm] button.**

4. **Using the [Fwd] and [Bwd] buttons, choose the number of the measure from which you wish to begin the deletion; in this case, choose "6."**
   At this time, the display reads "End" when the end of the song is reached.
   * Selecting "End" for the first bar to be deleted makes it be not in active.

5. **Press the Composer [Whole] button.**

6. **Use the [Fwd] and [Bwd] buttons to choose the number of measures to delete, starting from the measure where Delete begins.**
   We will delete five measures, from six through ten, so choose "5."
   * Choose "ALL" when you want to delete everything up to the last bar of the song.

If you wish to cancel the operation at this point, press the [Function] button, and the button's indicator will stop blinking.

7. **Press the [Rec] button, and the [Function] button indicator will go out.**

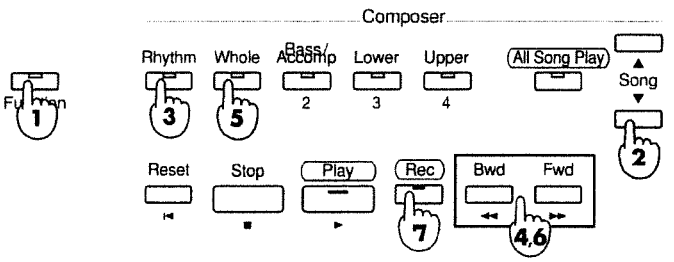
Measures 6–10 have been deleted, so after measure 5 is played, the performance will pick up at measure 11.

Inserting Blank Measures—Insert (Edit 5)

With this editing function, you can insert blank measures wherever you want in performance data.

When you use the Insert operation, blank measures are inserted on all tracks.

Ex.: Inserting Blank Measures From the Sixth Through the Tenth Bar



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the Song [▲] and [▼] buttons until "Ed.5" appears in the display window.**

3. **Press the [Rhythm] button.**

4. **Use the [Fwd] and [Bwd] buttons to find the number of the measure from which you wish to insert the empty bars. Choose "6."**
   At this time, the display reads "End" when the end of the song is reached.
   ** Selecting "End" for the first bar to be insert a blank measure makes it be not in active.*

5. **Press the Composer [Whole] button.**

6. **Use the [Fwd] and [Bwd] buttons to choose the number of measures to insert, starting from the measure from which the insertion is to begin.**
   Since we will insert five measures, from six through ten, choose "5."
   ** Choose "ALL" when you want to inserted a blank measure everything up to the last bar of the song.*

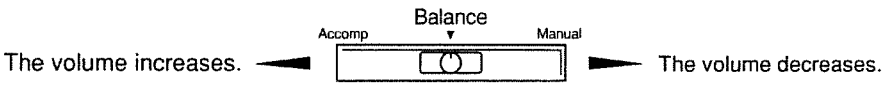
If you wish to cancel the operation at this point, press the [Function] button, and the button's indicator will stop blinking.

7. **Press the [Rec] button, and the [Function] button indicator will go out.**
   Blank measures have been inserted for bar six through ten, so after the blank measures, the performance continues at measure 11.

Adjusting the Volume of Individual Parts

You can vary the volume of an individual part or section of recorded performance data. And since the volume settings are recorded, you won't need to adjust the volume during playback.

1. **While pressing the button for the track whose volume you want to change, adjust the [Balance] slider to achieve the volume you want.**



* *Make sure the track button's indicator is on while you adjust the track volume. If the indicator is not on, then the track is in mute mode, and you won't be able to adjust the volume.*

2. **Press the [Reset] button while holding down the [Rec] button to record the new volume setting.**

Adjusting the Tempo of Recorded Performances

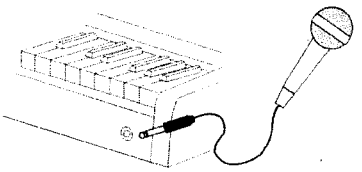
For those times when you might want to perform a composition with a fast tempo, you can record the song at a slower tempo, and then speed it up later. Of course, you can use the Tempo [+][-] buttons to adjust the tempo, but with the procedure outlined below, the tempo settings can be recorded, so it isn't necessary to keep adjusting the tempo when the song is played back.

1. **Find the tempo you want by using the Tempo [+][-] buttons.**

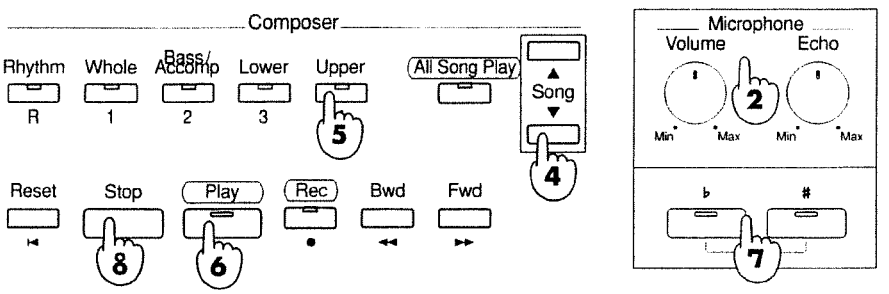
2. **Press the [Reset] button while holding down the [Rec] button to record the new tempo setting.**

6.Connecting a Microphone

You can hook up a mike to the KR-370 and use it as a "karaoke" player. It's even possible to adjust the key and the amount of echo. Read on to learn how to sing along with commercially available music data disks.



1. **Connect a microphone to the Mic jack at the front of the unit.**



2. **Use the Microphone [Volume] and [Echo] dials to adjust the volume and amount of echo for the mike.**

3. **Insert a music data disk in the disk drive.**

4. **Use the Song [▲] and [▼] buttons to choose the song number.**

5. **Press Composer [Upper] to make the button's indicator go out.**
   This keeps the melody from being played.

6. **Press the [Play] button to start the performance with the melody line silenced.**
   Now you can sing along with the performance.

7. **If the pitch isn't right, use the [♯] and [♭] to adjust the key.**
   Each press of the [♯] button raises the key a half step, and each press of the [♭] button lowers the key a half step.

You can return to the song to its original key by pressing the two buttons at the same time.

8. **Playback stops automatically when the performance ends.**

If you want to stop the performance before it ends, press the [Stop] button.

* *Cautions on Using a Mike*

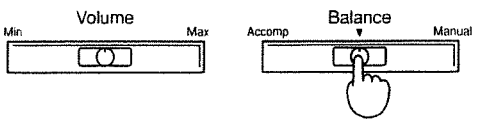
Noise may be heard from the speakers if the mike volume is set too high when the mike is connected to the KR-370. Lower the mike volume on the unit before plugging in the mike.

The position of the mike relative to the KR-370 may cause howling (a screeching sound). If this happens, change the orientation of the mike or lower the mike volume.

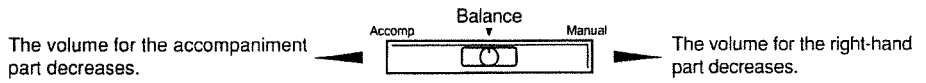
7.Other Convenient Functions

Adjusting the Volume Balance for the Accompaniment and Melody —the [Balance] Slider

You can adjust the volume for automatic accompaniment versus that for the melody line (the right-hand part) so you achieve the correct balance.



1. **Use the [Balance] slider to adjust the volume balance.**

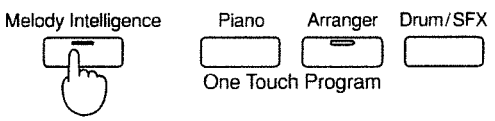


* *During Layer Play or Split Play, this slider can be used to adjust the volume balance for the two Tones.*

Adding Harmony to a Melody—the [Melody Intelligence] Button

Melody Intelligence is a function that adds a harmony line to the melody played with the right hand.

The harmony is shaped by chords played with the left hand.



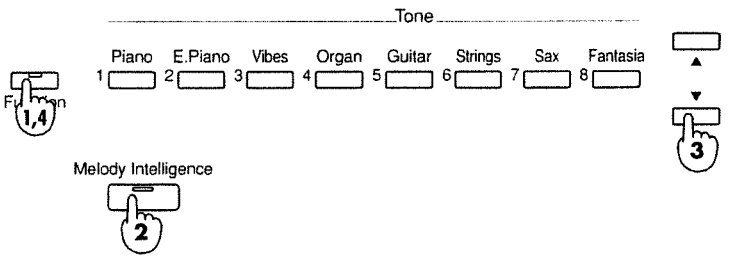
1. **Harmony is toggled on and off by pressing the [Melody Intelligence] button.**

   When you press the button to make the button indicator come on, harmony is added to the melody.

* *Several types of harmony are available for selection. See "Changing the Type of Harmony " on this page.*

Changing the Type of Harmony

You can choose from ten types of harmony.



1. **Press the [Function] button (the indicator should begin blinking).**

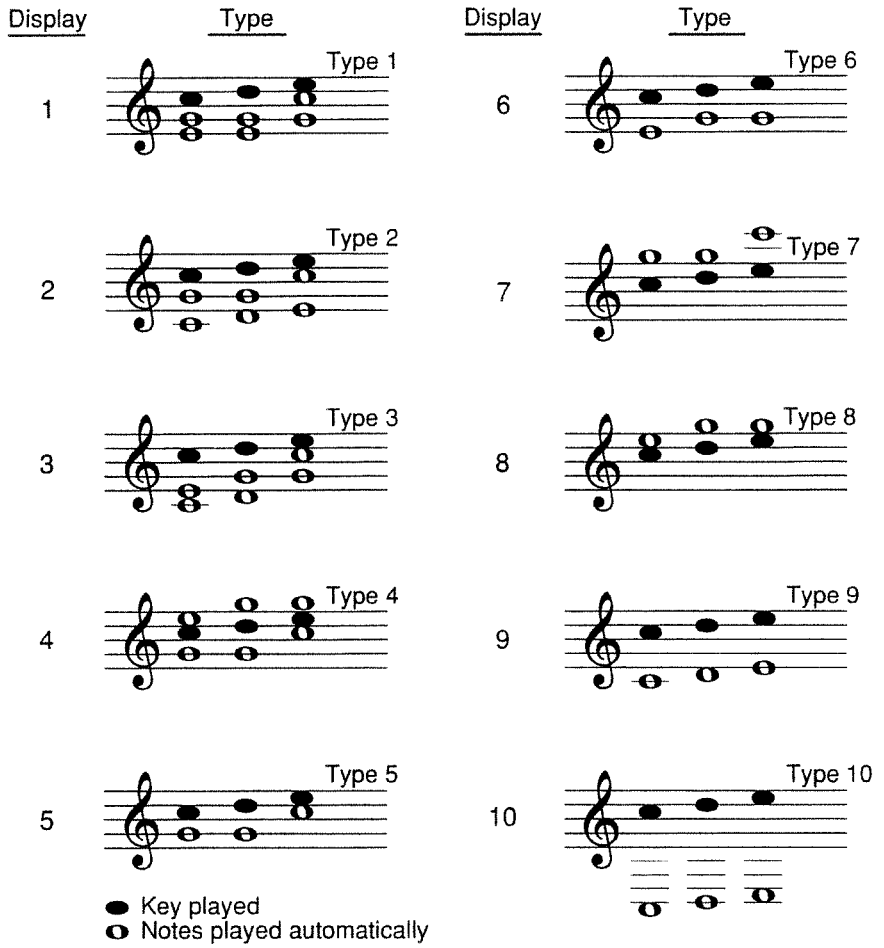
2. **Press the [Melody Intelligence] button.**

If you wish to cancel the operation at this point, press the [Function] button, and the button's indicator will stop blinking.

3. **Choose the type of harmony you want using the [▲] and [▼] buttons.**

Now, let's see how the types of effect compare with what we see in the display window.

* *The chart shows the way the harmony is structured when a C chord is played. A "●" denotes what is played on the keyboard, and a "o" signifies the corresponding sound.*



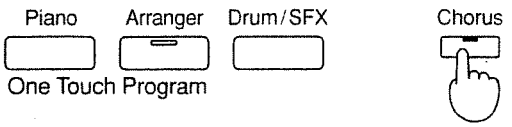
4. Again, if you now press the [Function] button, the button's indicator will go out.

Each time you turn on the power, Melody Intelligence defaults to (1).

Adding Fatness to Tones—the [Chorus] Button

Chorus can add a broader, thicker effect to sounds.

* *This effect can be applied to the following tones.*
Tones for Whole keyboard Play
Tones for right-hand parts



1. The effect is toggled on and off by pressing the [Chorus] button.

When you press the button to make the button indicator come on, a chorus effect is added to the Tone.

When in Whole Keyboard Play, if you select the following organ Tones (which offer a rotary effect), the [Chorus] button becomes the button that changes the amount of rotary effect. This rotary effect simulates the sound from a rotating speaker.

Tones offering the rotary effect:
4-2 E.Organ 1, 4-3 E.Organ 2, 4-4 E.Organ 3, 4-5 E.Organ 4, 4-7 60's Organ

Select your choice for the Rotary effect by pressing the [Chorus] button (the button's indicator goes on or off depending on the selection).

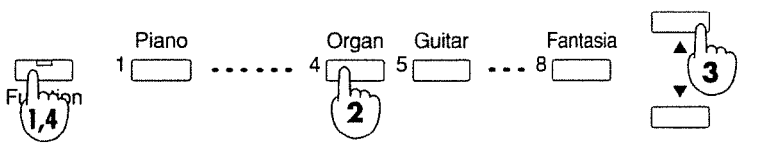
Indicator lighted:a rapidly rotating speaker effect is selected.

Indicator off:a slowly rotating speaker effect is selected.

* *Several types of Chorus are available for selection. You can also change how Chorus is applied. Check out "Changing the Chorus Type" on this page and "Changing How Chorus Is Applied" (p. 52).*

Changing the Chorus Type

Eight types of Chorus effects are available for selection.



1. Press the [Function] button (its indicator starts flashing).

2. Press the [Organ] button.

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. Use the [▲] and [▼] buttons to choose the type of Chorus effect.

The numbers that appear on the display correspond to the following types of Chorus effects.

1 A light chorus with slow undulations
2 A light chorus with fast undulations
3 A fat chorus with slow undulations
4 A fat chorus with fast undulations
5 A soft sound with a flanger effect
6 An effect similar to the ascent/descent of a jet airplane
7 A delay with a short delay time
8 A short delay with many repetitions

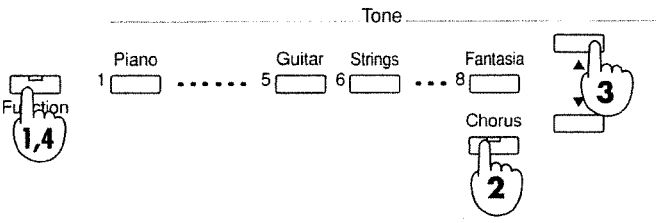
4. Press the [Function] button again to make the button indicator go out.

The setting is at "3" when the KR-370 is powered up.

7.Other Convenient Functions

Changing How Chorus Is Applied

You can vary the way the Chorus effect is applied along a ten-step range.



1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [Chorus] button.**

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to change how the Chorus effect is applied.**

   The display shows the depth of the Chorus effect. Listen to the sound and set the desired level.

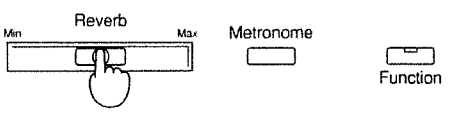
   The setting is at "5" when the KR-370 is powered up.

4. **Press the [Function] button again to make the button indicator go out.**

** The effect that has been set is applied in common to all Tones.*

Adding Reverberation to Tones—the [Reverb] Slider

Reverb is an effect that adds lingering reverberations to make Tones sound like they're being played in a concert hall.



1. **Use the [Reverb] slider to adjust the Reverb effect.**

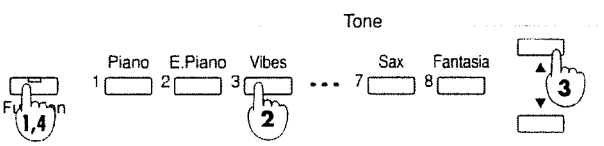
The amount of reverberation is at the maximum when the slider is all the way to the right, and no reverberation at all is applied when the slider is all the way to the left.

** Several types of Reverb are available for selection. Check out "Changing the Reverb Type" on this page.*

** The Reverb effect can only be adjusted for sounds played with the keyboard. No adjustment can be made for accompaniment or playback with the Composer.*

Changing the Reverb Type

Eight types of Reverb effects are available for selection.



1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [Vibes] button.**

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. Use the [▲] and [▼] buttons to choose the type of Reverb effect.

The numbers that appear on the display correspond to the following types of Reverb effects.

1 Simulates the reverb of a conference room
2 Simulates the reverb of a small club
3 Simulates the reverb of a large, open room
4 Simulates the reverb of a large concert hall
5 Simulates the reverb of a small concert hall
6 Applies a bright, metallic reverb
7 Repeats the sound many times, like an echo
8 Adds a delay and makes the sound jump back and forth between the left and right speakers

4. Press the [Function] button again to make the button indicator go out.

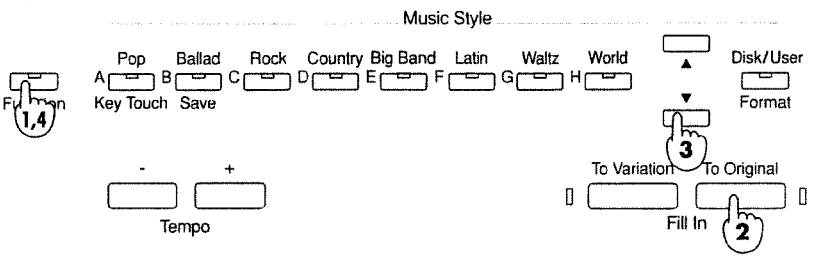
The setting is at "5" when the KR-370 is powered up.

Selecting from Expansion Tones

Aside from the unit's main Tones, the KR-370 comes equipped with an additional 241 Expansion Tones. For the Tone numbers and names of these, please take a look at the "Expansion Tone List" (p. 72). What's more, you can even record performances created using Tones from this expanded repertoire.

Expansion Tones can be used in the following modes:

Whole Keyboard
Right-Hand Part



1. Press the [Function] button (the indicator should begin blinking).

2. Press the Fill In [To Original] button.
Tone numbers will appear in the display window.

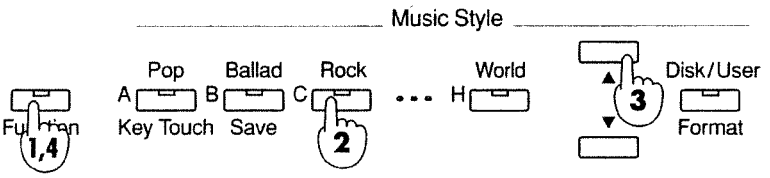
3. Find and choose the number of the Tone you want with the [▲] and [▼] buttons.

4. Press the [Function] button once more.
Each number for the Expansion Tone doesn't appear in the display. Consequently, if you select the Expansion Tone, the display will show the previously selected Tone number.

* *Expansion Tones can only be used temporarily. If you change the performance mode (for example, if you change from Whole Keyboard to Split Mode), the keyboard will return to the previously stored Standard Tone.*
* *When you save panel settings to disk while using expansion Tones, the most recently stored Tones—not the expansion Tones—will be saved on the disk.*

Using the Synchronized Accompaniment Function

When this function has been switched on, then during Style Play the Style starts when the accompaniment side of the keyboard is played and stops when the keys are released. When the accompaniment side of the keyboard is played, the Style starts up again from where it left off. This is called "Synchronized Accompaniment." When used during recording, the recording also pauses when the keyboard is released, so this function can be handy when you're recording a song with difficult chord progressions. With Synchronized Accompaniment, you can play back the recorded song with no breaks.



1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [Rock] button.**

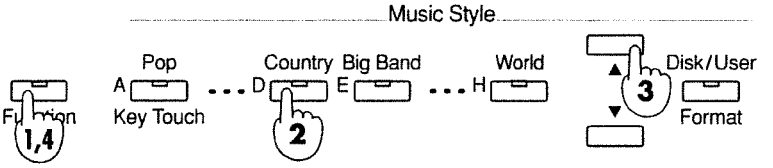
If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to toggle Synchronized Accompaniment on or off.**

4. **Press the [Function] button again to make the button indicator go out.**

Changing the Left Pedal Action

When in Style Play, you can change the function of the left pedal.



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [Country] button.**

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

3. **Press the Music Style [▲] and [▼] buttons to switch pedal functions.**

Pedal name and function number will appear in the display window.

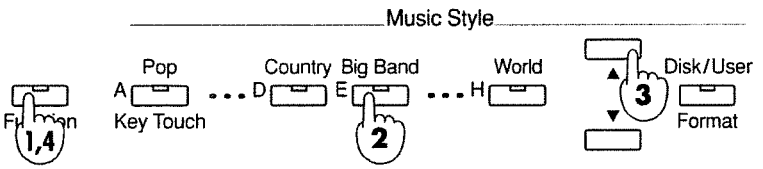
1)Leading Bass Function	Leading bass plays only when the pedal is depressed. (Refer to p. 56)
2)Break	In Break Style Play, when you step on the pedal, you can stop the accompaniment for just one measure.
3)Fill-In to Variation	Performs the same function as the Fill-In Variation button. (Refer to p. 23)
4)Fill-In to Original	Performs the same function as the Fill-In Original button. (Refer to p. 23)
5)Melody Intelligence	Does the same thing as the Melody Intelligence button. (Refer to p. 49)
6)Soft	Affects only the right-hand part.
7)Sostenuto	Affects only the right-hand part.
8)Gride	When the glide pedal is depressed, the pitch is temporarily lowered, then gradually returns to normal. This is quite effective with music where instruments such as Hawaiian guitar are used.
9)Fade-In/-Out	A Style can fade in (the volume gradually gets higher and higher) to the start, as well as fade out (the volume gradually gets lower and lower) after the Style stops. To start a Style with Fade-In, press the [Start/Stop] and [Intro/Ending] buttons at the same time. After that, when you depress the left pedal, the Style will start, beginning with the fade-in. To end the Style with a fade-out, just step on the left pedal anytime during the performance of the Style.

4. If you now press the [Function] button, the button's indicator will go out.

When you turn on the power, the Function number is preset to (1).

Changing the Action of the Center Pedal

When in Style Play, you can change the function of the center pedal, too.



1. Press the [Function] button (the indicator should begin blinking).

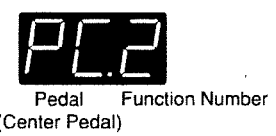
2. Press the [Big Band] button.

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

3. Press the Music Style [▲] and [▼] buttons to switch pedal functions.

The pedal name and function number will appear in the display window.

The available functions and their numbers are the same as those shown under "Changing the Left Pedal Action."



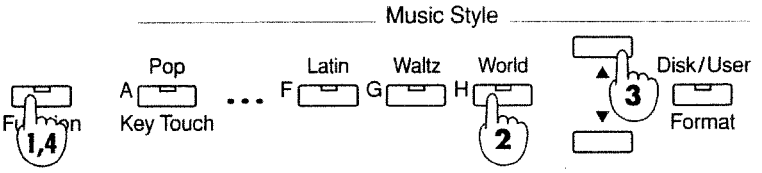
4. If you now press the [Function] button, the button's indicator will go out.

When you turn on the power, the Function number is preset to (2).

Changing the Split Point

The Split Point can be set only from B1 to B6.

The key at the Split Point is included in the left-hand part.



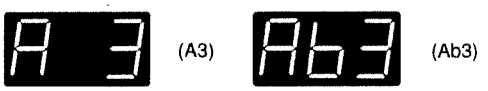
1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [World] button.**

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

3. **Press the Music Style [▲] and [▼] buttons until you come to the Split Point you want, then select.**

   Each time you press the button, the Split Point shifts one key.



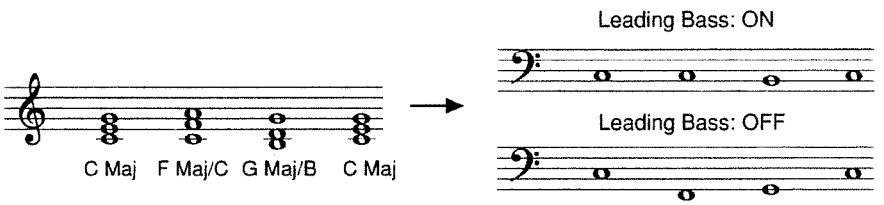
* *You can also change the Split Point by playing the key you wish to make the Split Point while holding down the [World] button. You still need to perform Step (1) first, though.*

4. **If you now press the [Function] button, the button's indicator will go out.**

What's the Leading Bass Function?

During Style Play, the root of a chord that is fingered is usually played as a bass note. When the Leading Bass function is used, the lowest note of the chord actually fingered is played as a bass note. This means that the bass note changes when a chord is inverted. The Leading Bass function is applied only while the left pedal is depressed during Style Play.

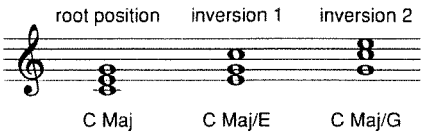
Performance example:



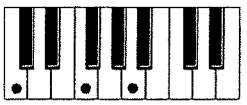
What's an Inversion?

The capital letter in a chord name indicates the root note, which is the sound that forms the basis for the chord. A chord that is composed of other notes stacked on top of this root, which is the lowest note, is referred to as being in "root position."

In contrast to this, a chord where one of the other constituent notes is at the bottom is called an "inversion." To distinguish between chords in root position and inversions of them, notation such as "/C" or "/G," which indicates the lowest note as a fraction, is used for inversions.



Example: When the chord F/C is played

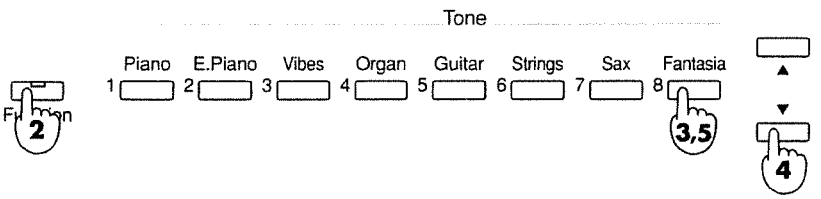


Saving Original Styles to Disk — User Style Save

You can save a Style you have created to disk. Styles that have been saved on disk can be called up in the same way as those on Style Disks. (Refer to p. 25)

* *You can save onto the following disks:*

- Disks newly formatted on the KR-370
- Disks on which you've already saved at least one Style you have created



1. **Insert the disk onto which you wish to save your Style into the disk drive.**

2. **Press the [Function] button (the indicator should begin blinking).**

3. **Press the [Fantasia] button.**

4. **Using the Tone [▲] and [▼] buttons, select the number you want to assign to the Style.**
   The number will appear in the display window.

You can assign any number from 1 to 99. Numbers that have already been assigned to material saved on that disk will have a "U" before them. If you select one of these numbers, the previous material will be overwritten.

When Overwriting Song No.1 on a Disk

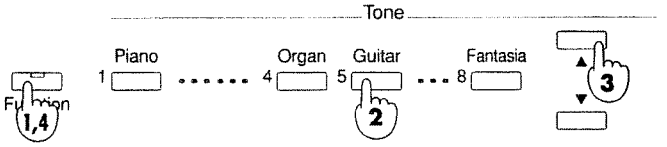
If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

5. **Pressing the [Fantasia] button once again now will save the Style to the disk.**

7.Other Convenient Functions

Changing the MIDI Transmit Channel

MIDI allows for the use of sixteen separate channels.
Once the channel that the KR-370 uses for sending on is matched with the channel that an external MIDI device is going to use, the KR-370 can be used to select and play sounds contained in the external MIDI device. In order to get the channels matched, you may need to change the KR-370's MIDI Transmit Channel.



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [Guitar] button.**

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

3. **Using the Tone [▲] and [▼] buttons, choose a MIDI send channel.**

   MIDI channels 1 through 16 will appear in the display window.

4. **If you now press the [Function] button, the button's indicator will go out.**

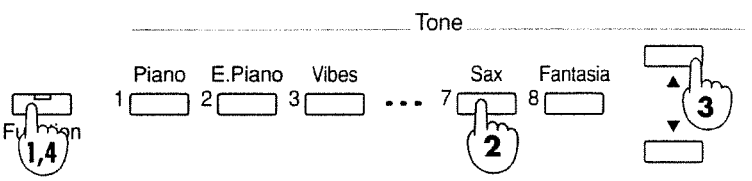
* *The MIDI Transmit Channel is set to (1) when you turn on the power.*

* *Regarding MIDI information sent to the KR-370 from external MIDI equipment, the KR-370 will receive all MIDI information on all the channels.*

Muting MIDI Channels

Performance data can specify the use of up to a maximum of 16 channels, each of which will be controlling the play of a specific part or instrument sound. You can prevent one or more of those channels from sounding (mute it) whenever you like. For example, if you want to perform Minus One Play using SMF music data, simply mute the MIDI channel that would normally play the part you want to play.

* *Consult the SMF data booklet to find out which channels are assigned to the different parts when you wish to use the data for Minus One Play.*



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the [Sax] button.**

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

3. **Using the Tone [▲] and [▼] buttons, select the channel you want to mute.**

   The display window will show either "oFF" or a number from 1 to 16. If "oFF" is displayed, then no channel is muted.

<When You Want to Mute More than One Channel>

Choose the numbers of the channels to be muted, and press the [Sax] button.
A minus sign (-) will appear in front of channel numbers displayed in the window.

** If at this point you perform Step 4, any channel whose number appears in the display window will be forced into mute, even if that number has a minus sign before it.*

4. Press the [Function] button, and the button's indicator will go out.

** MIDI Muting is set to [oFF] when the KR-370 is turned on.*

Making the Setting for Local Control

The setting for Local Control is made when you want to exchange performance information with an external MIDI instrument. Performance information played with the keyboard is sent to the internal sound module when Local Control is on, but is not sent to the internal sound module when off. (In either case, the performance information is sent out from the MIDI Out jack.)

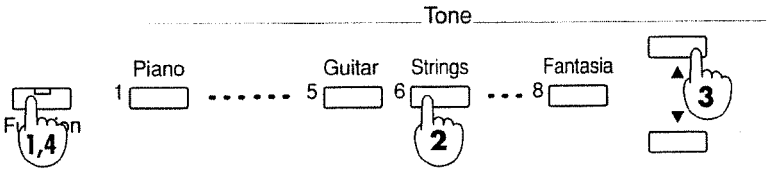
When the External MIDI Instrument Is a Sequencer

Set Local Control to "off" and SOFT THRU on the sequencer to "on." If these settings are not made, the performance on the KR-370 is sounded twice.

** Refer to the owner's manual for your sequencer for more information on the SOFT THRU setting.*

When the External MIDI Instrument Is a Synthesizer or Sound Module

No sound is produced by the KR-370 unless Local Control is on.



1. Press the [Function] button (its indicator starts flashing).

2. Press the [Strings] button.

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. Use the [▲] and [▼] buttons to toggle Local Control on or off.

The display shows "on" or "oFF" (off).

4. Press the [Function] button again to make the button indicator go out.

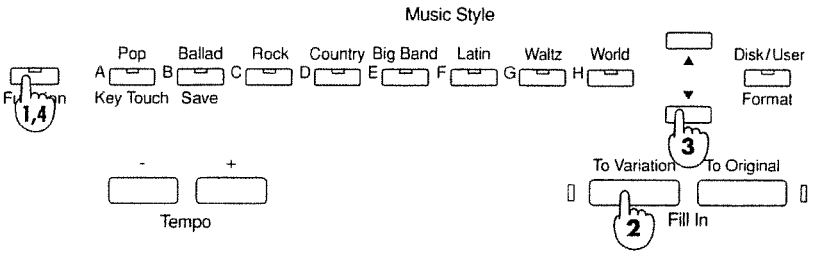
** Local Control is set to "on" when the KR-370 is shipped from the factory.*

7.Other Convenient Functions

Selecting Sounds on External MIDI Device —Sending Program Changes

"Program Change" is the name for a type of message used to switch sounds.

When external MIDI equipment is hooked up to the KR-370, you can switch among the MIDI device's sounds by sending relevant Program Change messages.



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press the Fill In [Variation] button.**

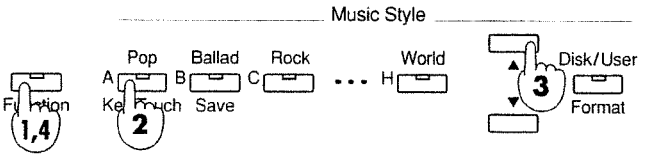
   A Program Change number will appear in the display window.

3. **Press the [s] and [t] buttons to select the Program Change number you want to send.**

4. **Press the [Function] button, and the button's indicator will go out.**

Adjusting Keyboard Touch

With the KR-370, you can change the feel, or "touch," of the keyboard (i.e., how much finger pressure on the keys causes what degree of loudness or effect) to any of five levels.



1. **Press the [Function] button (the indicator should begin blinking).**

2. **Press [Pop] button.**

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

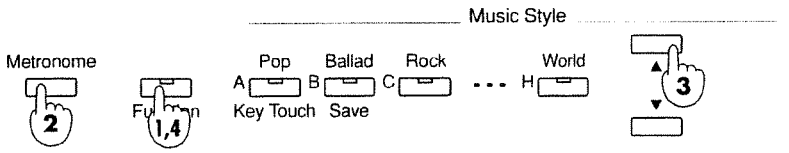
3. **With the Tone [▲] and [▼] buttons, adjust the touch of the keyboard.**

   The keyboard's touch level number will appear in the display window.

1	Extremely Light	will play fortissimo with the slightest touch.
2	Light	will play fortissimo with a touch weaker than ordinary, so the keyboard feels lighter than usual. With this setting, even weaker children will find it easy to play.
3	Standard	Normal setting, with a touch closest to that of an acoustic piano.
4	Heavy	fortissimo can't be produced without playing with a stronger touch than usual, so the keyboard feels heavier.
5	Extremely Heavy	You can play fortissimo only with the strongest touch. You can add more feeling when playing dynamically. A useful setting for those who normally play with a strong touch, or for those who want to strengthen their fingers.

4. **Press the [Function] button, and the button's indicator will go out.**

Changing the Volume of the Metronome



1. **Press the [Function] button (its indicator starts flashing).**

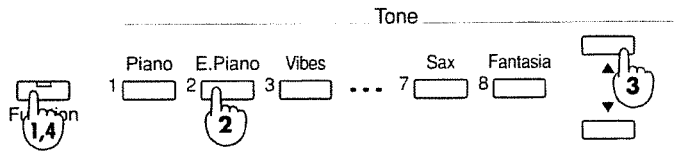
2. **Press the [Metronome] button to start the metronome sound.**
If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to adjust the volume.**
The display shows the volume setting. You can adjust the volume within a ten-stage range.

4. **Press the [Function] button again to make the button indicator go out.**

* *The setting is at "5" when the KR-370 is powered up.*
* *If you want to silence the metronome sound, press the [Metronome] button while the indicator for the [Function] button go out.*

Changing the Beat of the Metronome



1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [E.Piano] button.**
If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to choose the desired beat.**
The numbers that appear on the display correspond to the following beats.

Display	Beat
0.4	The downbeat is silent—only the unaccented beats are heard
2.4	2/4 beat
3.4	3/4 beat
4.4	4/4 beat
5.4	5/4 beat
6.4	6/4 beat
7.4	7/4 beat
3.8	3/8 beat
6.8	6/8 beat
9.8	9/8 beat
12.8	12/8 beat

4. **Press the [Function] button again to make the button indicator go out.**

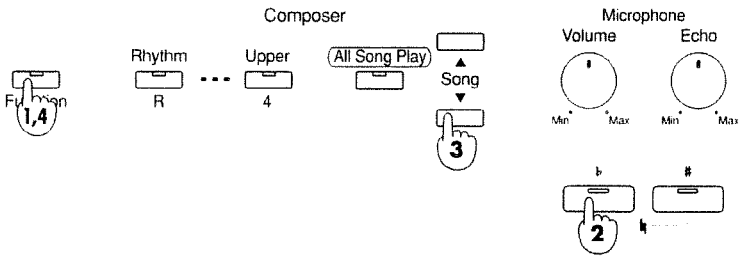
** You can't change the beat during Style Play or when the Composer is in use.*

** When a Style is started, the previously set beat changes to the Style's beat.*

Transposing the Key—Transpose

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard.

During Minus One Play using SMF music data in a difficult key with many sharps or flats, for example, you can leave the backing in the original key and transpose just the parts you play to a key with easier fingering.



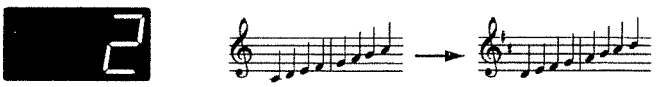
1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [♭] button.**

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to select the distance for transposition.**

The display shows the value of the current setting (-6 to 0 to 5).

You can transpose the key in semitone increments.

When ▲ is pressed twice ...and this is played,... ...this is what you hear.

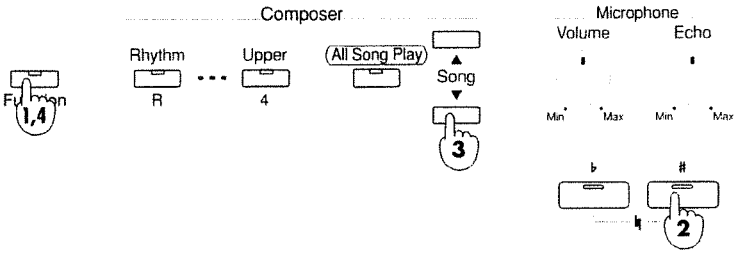
4. **Press the [Function] button again to make the button indicator go out.**

** The setting is at "0" when the KR-370 is powered up.*

** During Style Play, the accompaniment is also transposed to the same key as the right-hand part.*

Adjusting the Pitch—Tuning

When you're using the KR-370 to play along with another instrument, the sound may not be right unless you adjust the standard pitch on the KR-370. Ordinarily, the sound of the middle A key is used as the reference pitch for adjusting the pitch of the unit in hertz (Hz) to match the other instrument. This adjustment of the standard pitch is called "tuning."



1. **Press the [Function] button (its indicator starts flashing).**

2. **Press the [♯] button.**

If you want to quit without making any changes, just press the [Function] button again to make the indicator go out.

3. **Use the [▲] and [▼] buttons to adjust the sound's pitch.**

   The standard pitch can be adjusted within the range of 415.3 to 466.2 Hz. The display will show something such as that shown below.

When the standard pitch is 440.0 Hz, for example, only "40.0" is displayed.

The standard pitch is set to 440.0 Hz when the KR-370 is powered up.

4. **Press the [Function] button again to make the button indicator go out.**

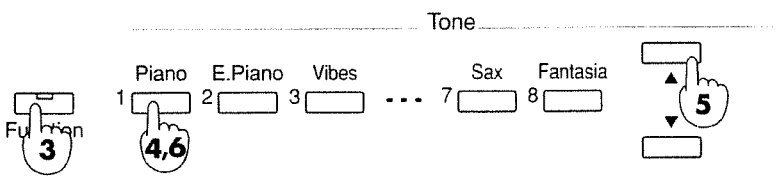
** Tuning affects the pitch of all sounds, including performances from disk.*

Saving as SMF Music Data

Sometimes performance data recorded with the KR-370 cannot be played back as-is on another instrument.

If such cases, you can often play the KR-370 performance data on the other instrument if you convert it to general-use SMF music data.

The actual number of songs that can be saved on a disk varies according to the amount of data in each of the songs.



1. **If the KR-370 performance data to be converted is on disk, insert the disk in the disk drive.**

   Use the Song [▲] and [▼] buttons to choose the performance data, then press the [Play] button to play it back once.

2. **Take out the disk and insert the disk for saving as the SMF music data.**

   ** You can save as SMF music data onto the following disks.*

   - Disks newly formatted on the KR-370
   - Disks on which you've already saved at least one data converted to SMF music data on the KR-370.

3. **Press the [Function] button (its indicator starts flashing).**

4. **Press the [Piano] Tone Group button.**

5. **Use the [▲] and [▼] buttons to choose the song number you want to save.**

   The song number appears on the display.

   You can select any song number from 1 to 99. A "U" appears in front of song numbers that have already been saved on the disk. If you select one of these numbers, the song on disk is overwritten.

   Song number 12 on the disk has already been used.

If you want to quit without saving, press the [Function] button to make the indicator go out.

6. **If you want to go ahead and save the song, press the [Piano] Tone Group button again to make the button indicator remain lit.**

** If you use a computer to delete data from the disk the song numbers for songs remaining on the disk may change when played back on the KR-370.*

** Only data performed on the KR-370 can be converted to SMF music data.*

** Performance data can be played back on other GS sound source instruments. Depending on the GS sound source instrument that you use, however, some sounds may be dropped or altered.*

** If an error message is displayed during the procedure, take a look at the "Error Message Table" (p. 74) to find out what the problem is.*

Saving Panel Settings to Disk

You can save the KR-370's panel settings to floppy disks. Because it's easy to call up settings saved onto disk, you'll find it very convenient to recall the settings you use a lot if you save them onto a disk.

** Please format all disks on the KR-370 before you save settings on them.*

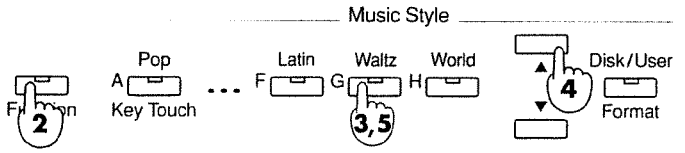
You can use the following disks to save settings:

-Disks with KR-370 performance data saved on them

-Disks with converted SMF music data saved on KR-370

-Disks with Styles you have created saved on KR-370

Saving Panel Settings (Save)



1. **Insert the disk onto which you will save your panel settings into the disk drive.**

2. **Press the [Function] button (the indicator should begin blinking).**

3. **Press the [Waltz] button.**

4. **Using the Music Style [▲] and [▼] buttons, assign a number to the setting.**

   The number will appear in the display window.

You can assign any number from 1 to 99. Numbers that have already been assigned to saved material will have a "U" before them. If you select such a number, the material will be overwritten.

(U1)

(S2)

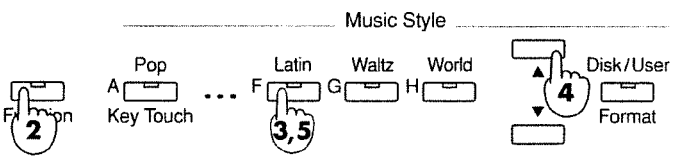
Number that have not been assigned to saved material will have a "S" befor them.

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

5. **Pressing the [Waltz] button now will save the panel settings to disk.**

   The [Function] indicator will stop blinking, and the display will return to the screen previous to the save.

Calling Up Panel Settings (Load)



1. **Insert the disk with the Panel Settings you saved into the disk drive.**

2. **Press the [Function] button (the indicator should begin blinking).**

3. **Press the [Latin] button.**

4. **Select a number with the Music Style [▲] and [▼] buttons.**

   The number will appear in the display window.

(L1)

Number have a "L" befor them.

If you wish to cancel the operation now, you can press the [Function] button, and the button's indicator will go out.

5. **When you push the [Latin] button again, the panel settings will be loaded.**

* *If you get an error message in the display while performing this operation, please consult the "Error Message Table" (p. 74).*

8.Connecting the KR-370 to a MIDI Instrument or Computer

The KR-370 is equipped with MIDI connectors and a Computer jack to let it exchange performance information with external devices. These jacks can be used to connect the KR-370 to an external device for even greater versatility.

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

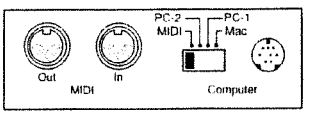
Connecting the KR-370 to a MIDI Instrument

The KR-370 has two MIDI connectors, labeled MIDI In and MIDI Out. Connecting these to the MIDI connectors on a MIDI instrument makes it possible for the two instruments to control each other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

How to Make the Connection with a MIDI Instrument

Set the Computer switch on the back of the KR-370 to "MIDI." Use MIDI cables to connect the MIDI connectors on the MIDI instrument and the KR-370.

* *Be sure that the power to the KR-370 is switched off before you change the setting of the Computer switch.*



About the MIDI Connectors

The MIDI connectors have the functions described below.

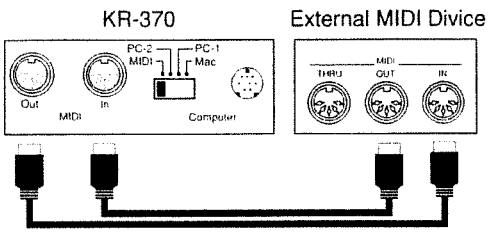
MIDI Out Connector

Performance messages, such as information about what keys are played, are sent to an external MIDI device from here.

MIDI In Connector

Performance messages from an external MIDI device are received here. These incoming messages may instruct the receiving MIDI instrument to play sounds or switch Tones.

If you want to use MIDI to exchange performance information, use the diagram below as a guide to connect between the MIDI connectors with MIDI cables.



* *It may not be necessary to use two MIDI cables in all cases. Make the MIDI cable connections according to how you want to use the instruments.*

Connecting the KR-370 to a Computer

The KR-370 is equipped with a Computer jack. You can connect this jack to the serial port of a computer to exchange performance information between the two devices.

* *The computer cable that you use to connect the KR-370 to the computer should be less than 3 meters (about 10 feet) in length. The KR-370 and the computer may not operate correctly if a longer cable is used.*

How to Make the Connection with a Computer

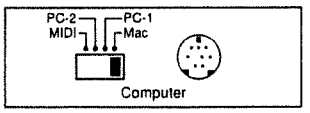
Make the settings described below to set the bit rate of the computer and software (i.e., the rate of data transfer between the computer and the KR-370) so it is set to match the KR-370.

* *Be sure that the power to the KR-370 is switched off before you change the setting of the Computer switch.*

Connection with an Apple Macintosh Computer

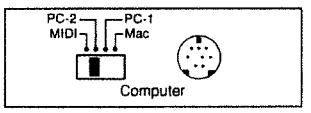
Use an RSC-15APL computer cable (sold separately) to connect the KR-370 to the modem port (or printer port) on the Apple Macintosh. Set the Computer switch on the back of the KR-370 to "Mac."

Use "PatchBay" on the Apple Macintosh to set the interface type (the clock speed for the MIDI interface) to "1 MHz."



Connection with an IBM PC

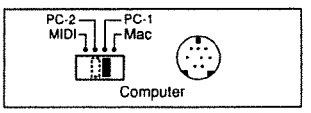
Use an RSC-15AT computer cable (sold separately) to connect the KR-370 to the COM1 or COM2 serial port on the IBM PC. Set the Computer switch on the back of the KR-370 to "PC-2."



Connection with an NEC PC-9800 Series Computer

Use an RSC-15N computer cable (sold separately) to connect the RS-232C port on the PC-98.

The setting of the Computer switch on the back of the KR-370 depends on the bit rate of the software you're using. Set the switch to "PC-1" if the bit rate is 31.25 kHz, or to "PC-2" if the bit rate is 38.4 kHz.



* *Refer to the manual for the software for instructions on how to set the bit rate and other settings.*

Along with these settings, you should also set the MIDI Transmit channel and switch Local Control on or off as needed (see p. 58 and 59).

Important!

The data output to the MIDI Out connector or the Computer jack contains only information about keys that are actually played. Composer data and data from Style Play cannot be output.

System Exclusive (SysEx) messages cannot be received from the MIDI In connector or the Computer connector while the Composer is in operation.

Troubleshooting

Check Here First Before Assuming the Piano is Malfunctioning

There is no sound.

- The [Volume] slider is completely lowered.
- Headphones are plugged into the keyboard.
- The [Balance] slider has been moved to the [Accomp] side. Try moving it toward the [Manual] side.

Even when you play the keyboard, there is no sound.

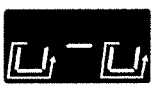
- Sometimes, after playing back certain kinds of performance data, no sound is heard when you play the keyboard. If this happens, press the Song [▲] and [▼] buttons until "0" appears in the display window, or try clearing the recorded performance data. (Refer to "Erasing All Data" p. 36)
- Local Control is set to "Off." When Local Control is set to "Off," the KR-370 will not sound, even when you play the keyboard. Try setting Local Control to "On." (Refer to "Making the Setting for Local Control" p. 59)

Not all notes are played.

- You can play a maximum of 28 notes simultaneously on the KR-370. If the overall number of notes at any one time exceeds 28, then some notes will be omitted. Instances where this may happen include playing the keyboard while listening to a song from disk, or playing songs that call for heavy use of the damper pedal.

Disk Performance Data Fails to Play Immediately

- There are two types of SMF music data, Format 0 and Format 1. Playback of format 1 tends to take a while before starting. Until playback begins, the following message appears in the display window:



Rotate the figure in the direction of the arrow.

For the format type, please consult the booklet for the SMF music data you are using.

The Display Window Shows "PU" When Playing SMF music data.

- For songs which don't start on the downbeat of the first measure, "PU" (Pickup) appears in the display window when the piece begins. After that, the measure number appears in the display window.

You Press the [Fwd] or [Bwd] buttons, but there is no Fast Forward or Rewind

- Depending on the performance data, there may be instances when it takes a little while for Rewind and Fast Forward to get going. Please just wait for this.

The Tone Changes

- When you are in Style Play, and you change Styles, the Tone and tempo change automatically to match the new style. If you want to change the Style without changing the Tone and tempo, hold down the One Touch Program [Arranger] button for at least one second, and the button's indicator will go out. After this, you can change the Style alone.
- The Tone in Whole Keyboard Play is the same as the Tone of the right-hand part in Split Play (as well as in Style Play).

  If you change the Tone in one, the other will make the same change.
- Sometimes, after recording with [Whole] tracks certain kind of performance data, the Tone already stored change to the one you have set.

●You are temporarily only able to choose expansion Tones. When you change the performance conditions (e.g., changing from Whole Keyboard Play to Split Play), you will return to the previous Tone settings.

The Style Sounds Strange

●When you play a Style after playing back a performance from a disk, sometime the Tone changes for the entire keyboard.

In such cases, either use the Song [▲] and [▼] buttons to call up "0," or clear the recorded performance "Erasing All Data" (p. 36).

●In Style Play or in performances which make use of the chorus effect, if you overdo it on the organ with rotary effect, you might experience problems, including Tones other than organ being affected by the rotary effect, or the rotary effect on the organ Tone being lost.

You Can't Use Whole Keyboard Play

●When using Arranger (when the One Touch Program [Arranger] button's indicator is on), you can't go into Whole Keyboard Play, even by pressing the [Whole] button. The unit is now in Piano Style Arranger Play mode, whereby chords are recognized and sounded on the entire keyboard. In this mode, the keyboard plays like a piano, but with automatic accompaniment—you don't need to think about chords or split points.

To go into Whole Keyboard Play, press the One Touch Program [Piano] button.

You Are Unable to Use the Chord Intelligence Function

●While using Piano Style Arranger, when you press three keys simultaneously, it is recognized as a chord.

The Pedal Has No Effect

●The pedal is not properly connected. Make sure to connect the pedal cord leading from the stand to the pedal jack on the rear panel.

●The pedal's action changed during Style Play. ("Using Pedals" p. 30)

To Record, You Press the [Rec] Button, but the [Play] Indicator Fails to Start Blinking

●When there is a disk in the disk drive, or after you play back performance data from a disk, if you want to record your own performance, select "0" using the Song [s] and [t] buttons. After you do, when you press the [Rec] button, the [Play] button indicator will blink, and you will be able to record.

●When rerecord a performance which already has been recorded once, you are unable to select the track you wish to rerecord. When you rerecord previously recorded material, after pressing the [Rec] button, press the track button for the track you want to work on. The indicator on the track button you pushed, as well as the [Play] button indicator will begin blinking, and you will be able to edit the sounds on that track. (Refer to "If You Make a Mistake in the Performance" p.35)

A Part is Missing From the Performance Data on a Disk

●The Composer [Track] button indicator is off. Press the button to turn the indicator on.

●A MIDI channel is muted. Set the MIDI channel mute to "Off."

Pitch is Not Correct

●Notes are being transposed. Change the Transpose setting to "0." (Refer to p. 62)

●The tuning has shifted. Readjust the tuning. (Refer to p. 63)

Tone List

1. Piano

1-1 Grand Piano 1
1-2 Grand Piano 2
1-3 Rock Piano
1-4 Honky-Tonk 1
1-5 Honky-Tonk 2

2. E.Piano

2-1 E.Piano 1
2-2 E.Piano 2
2-3 60's E.Piano
2-4 Detuned EP.
2-5 Harpsichord 1
2-6 Harpsichord 2
2-7 Clav

3. Vibes

3-1 Vibes
3-2 Celesta
3-3 Marimba
3-4 Xylophone
3-5 Glocken
3-6 Music Box
3-7 Tubular Bell
3-8 Santur
3-9 Steel Drums

4. Organ

4-1 Church Organ
*4-2 E.Organ 1
*4-3 E.Organ 2
*4-4 E.Organ 3
*4-5 E.Organ 4
4-6 Rock Organ
*4-7 60's Organ
4-8 Accordion
4-9 Harmonica

*Tones offering the rotary effect.

5. Guitar

5-1 Nylon Guitar
5-2 Gut Guitar
5-3 Steel Guitar
5-4 Jazz Guitar
5-5 Overdrive Gt.
5-6 Muted Guitar
5-7 Clean Guitar
5-8 Hawaiian Gt.
5-9 Banjo

6. Strings

6-1 Strings 1
6-2 Strings 2
6-3 Violin
6-4 Choir
6-5 Voice Oohs
6-6 Syn.Vox
6-7 Orchestra
6-8 Syn.Strings
6-9 Warm Pad

7. Sax

7-1 Tenor Sax
7-2 Alt Sax
7-3 Oboe
7-4 Bassoon
7-5 Clarinet
7-6 Flute
7-7 Trumpet
7-8 Muted Tp.
7-9 Trombone

8. Fantasia

8-1 Fantasia
8-2 Brightness
8-3 Square Wave
8-4 Saw Wave
8-5 Saw
8-6 Syn.Calliope
8-7 Chiffer Lead
8-8 Charang
8-9 Solo Vox
8.10 5th Saw Wave
8.11 Bass & Lead
8.12 Polysynth
8.13 Atmosphere
8.14 French Horn
8.15 Brass
8.16 Synth Brass1
8.17 Synth Brass2
8.18 Pan Flute
8.19 Shakuhachi
8.20 Whistle
8.21 Ocarina
8.22 Crystal
8.23 Kalimba
8.24 Twinkle bell
8.25 Orchestra Hit
8.26 Bowed Glass
8.27 Metal Pad
8.28 Sweep Pad
8.29 Soundtrack
8.30 Sitar
8.31 Koto
8.32 Shamisen
8.33 Pizzicato
8.34 Harp
8.35 Acoustic Bs.
8.36 Fingered Bs.
8.37 Picked Bs.
8.38 Fretless Bs.
8.39 Slap Bass 1
8.40 Slap Bass 2
8.41 Synth Bass1
8.42 Synth Bass2
8.43 Rubber Bass

Style List

Internal

A. P.OP

A-1	Pop1
A-2	Pop2
A-3	Pop3
A-4	Pop4
A-5	16Beat Pop
A-6	16Beat Shuffle
A-7	Fusion
A-8	Slow Dance
A-9	50's
A.10	70's
A.11	Lovers

B. BALLAD

B-1	Ballad1
B-2	Ballad2
B-3	Ballad3
B-4	Love Songs
B-5	Classical
B-6	50's Ballad
B-7	Piano Ballad 1
B-8	Piano Ballad 2
B-9	16Beat Ballad 1
B-10	16Beat Ballad 2

C. ROCK

C-1	Rock1
C-2	Rock2
C-3	Rock3
C-4	Rock4
C-5	Rock5
C-6	Rock Ballad
C-7	Rock'n'Roll 1
C-8	Rock'n'Roll 2
C-9	Rock'n'Roll 3
C.10	Rock'n Shuffle

D. Country

D-1	Country Swing
D-2	Bluegrass
D-3	Two Step
D-4	Country Ballad
D-5	New Country
D-6	Classic Country
D-7	Hoe Down
D-8	Train Beat
D-9	Outlow
D.10	Country Rock
D.11	Country Waltz 1
D.12	Country Waltz 2

E. BigBand

E-1	Jazz Band
E-2	Big Band 1
E-3	Big Band 2
E-4	Big Band Ballad
E-5	Shuffle
E-6	Boogie
E-7	Med Swing
E-8	SlowSwing
E-9	Combo
E.10	Standard
E.11	Dixie
E.12	Charleston

F. LATIN

F-1	BossaNova1
F-2	BossaNova2
F-3	BossaNova3
F-4	Fast Bossa
F-5	Samba
F-6	Rio
F-7	Beguine1
F-8	Beguine2
F-9	Rhumba
F.10	Mambo
F.11	Chacha
F.12	Tango
F.13	Salsa
F.14	Merengue
F.15	Calypso
F.16	Lambada

G. WALTZ

G-1	Slow Waltz 1
G-2	Slow Waltz 2
G-3	Waltz
G-4	Vienna Waltz
G-5	Musette
G-6	Swing Waltz
G-7	Jazz Waltz
G-8	Pop Waltz

H. WORLD

H-1	Kids 1
H-2	Kids 2
H-3	Polka
H-4	March6/8
H-5	March4/4
H-6	March2/4
H-7	Foxtrot
H-8	Hawaiian
H-9	Gospel
H.10	Broadway
H.11	Twist
H.12	R&B
H.13	NewJack Swing
H.14	Triplet Enka
H.15	Enka
H.16	Kayou
H.17	Ondo
H.18	Easy 8Beat
H.19	Easy 16Beat
H.20	Easy 2Beat
H.21	Easy WALTZ

Style Disk

1	Dance1
2	Dance2
3	Dance3
4	Dance4
5	Dance5
6	Dance6
7	Dance7
8	Funk 1
9	Funk 2
10	Funk 3
11	JazzFunk
12	Swing
13	Afro/Swing
14	Ragtime
15	Blues1
16	Blues2
17	Blues3
18	Gospel Ballad
19	New Gospel
20	Anthem

Expansion Tone List

	No.	Tone Name	SD#	CC0	PC#
Piano	1	Piano 1		0	1
	2	Piano 1w	1-1	8	
	3	Piano 1d		16	
	4	Piano 2		0	2
	5	Piano 2w	1-2	8	
	6	Piano 3		0	3
	7	Piano 3w	1-3	8	
	8	Honky-tonk	1-5	0	4
	9	Honky-tonk w	1-4	8	
	10	E.Piano 1		0	5
	11	Detuned EP 1		8	
	12	E.Piano 1v	2-1	16	
	13	60's E.Piano	2-3	24	
	14	E.Piano 2		0	6
	15	Detuned EP 2	2-4	8	
	16	E.Piano 2v	2-2	16	
	17	Harpsichord		0	7
	18	Coupled Hps.	2-6	8	
	19	Harpsi.w	2-5	16	
	20	Harpsi.o		24	
	21	Clav.	2-7	0	8
Chromatic Percussion	22	Celesta	3-2	0	9
	23	Glockenspiel	3-5	0	10
	24	Music Box	3-6	0	11
	25	Vibraphone	3-1	0	12
	26	Vib.w		8	
	27	Marimba		0	13
	28	Marimba w	3-3	8	
	29	Xylophone	3-4	0	14
	30	Tubular-bell	3-7	0	15
	31	Church Bell		8	
	32	Carillon		9	
	33	Santur	3-8	0	16

	No.	Tone Name	SD#	CC0	PC#
Organ	34	Organ 1	4-3	0	17
	35	Organ 101		1	
	36	Detuned Or.1		8	
	37	Organ 109		9	
	38	60's Organ 1	4-7	16	
	39	60's Organ 2		11	
	40	60's Organ 3		12	
	41	Organ 4	4-2	32	
	42	Even Bars		33	
	43	Organ 2	4-4	0	18
	44	Organ 201		1	
	45	Detuned Or.2	4-5	8	
	46	Organ 5		32	
	47	Organ 3	4-6	0	19
	48	Church Org.1		0	20
	49	Church Org.2	4-1	8	
	50	Church Org.3		16	
	51	Reed Organ		0	21
	52	Accordion Fr	4-8	0	22
	53	Accordion It		8	
	54	Harmonica	4-9	0	23
	55	Harmonica 2		1	
	56	Bandoneon		0	24
Guitar	57	Nylon-str.Gt	5-2	0	25
	58	Ukulele		8	
	59	Nylon Gt.o		16	
	60	Velo Harmnix		24	
	61	Nylon.Gt.2	5-1	32	
	62	Steel-str.Gt	5-3	0	26
	63	12-str.Gt		8	
	64	Nylon+Steel		9	
	65	Mandolin		16	
	66	Steel-str.Gt2		32	
	67	Jazz Gt.	5-4	0	27
	68	Hawaiian Gt.	5-8	8	
	69	Clean Gt.	5-7	0	28
	70	Chorus Gt.		8	
	71	Muted Gt.	5-6	0	29
	72	Funk Gt.		8	
	73	Funk Gt.2		16	
	74	Overdrive Gt	5-5	0	30
	75	DistortionGt		0	31
	76	Feedback Gt.		8	
	77	Gt.Harmonics		0	32
	78	Gt. Feedback		8	
	79	Ac.Gt.Harmnix		16	

	No.	Tone Name	SD#	CC0	PC#
Bass	80	Acoustic Bs.	8.35	0	33
	81	Fingered Bs.	8.36	0	34
	82	Picked Bs.	8.37	0	35
	83	Fretless Bs.	8.38	0	36
	84	Slap Bass 1	8.39	0	37
	85	Slap Bass 2	8.40	0	38
	86	Synth Bass 1	8.41	0	39
	87	SynthBass101		1	
	88	Synth Bass 3		8	
	89	Synth Bass 2	8.42	0	40
	90	SynthBass 201		1	
	91	Synth Bass 4		8	
	92	Rubber Bass	8.43	16	
Strings/Orchestra	93	Violin		0	41
	94	Slow Violin	6-3	8	
	95	Viola		0	42
	96	Cello		0	43
	97	Contrabass		0	44
	98	Tremolo Str		0	45
	99	PizzicatoStr	8.33	0	46
	100	Harp	8.34	0	47
	101	Timpani		0	48
Ensemble	102	Strings	6-2	0	49
	103	Orchestra	6-7	8	
	104	Slow Strings	6-1	0	50
	105	Syn.Strings1	6-8	0	51
	106	Syn.Strings3		8	
	107	Syn.Strings2		0	52
	108	Choir Aahs		0	53
	109	Choir Aahs 2	6-4	32	
	110	Voice Oohs	6-5	0	54
	111	SynVox	6-6	0	55
	112	OrchestraHit	8.25	0	56

No.: The number shown on the display

SD#.: The normal Group Number and Tone Number (overlap with the usual Tone)

PC#: Program change number

CC0: Volue of control number 0 (Variation Number)

Expansion Tone List

	No.	Tone Name	SD#	CC0	PC#
Brass	113	Trumpet	7-7	0	57
	114	Trumpet 2		1	
	115	Trombone	7-9	0	58
	116	Trombone 2		1	
	117	Tuba		0	59
	118	MutedTrumpet	7-8	0	60
	119	French Horn	8.14	0	61
	120	Fr.Horn 2		1	
	121	Brass 1		0	62
	122	Brass 2	8.15	8	
	123	Synth Brass1	8.16	0	63
	124	Synth Brass3		8	
	125	AnalogBrass1		16	
	126	Synth Brass2	8.17	0	64
	127	Synth Brass4		8	
	128	AnalogBrass2		16	
Reed	129	Soprano Sax		0	65
	130	Alto Sax	7-2	0	66
	131	Sax 1		8	
	132	Tenor Sax		0	67
	133	Sax 2	7-1	8	
	134	Baritone Sax		0	68
	135	Oboe	7-3	0	69
	136	English Horn		0	70
	137	Bassoon	7-4	0	71
	138	Clarinet	7-5	0	72
Pipe	139	Piccolo		0	73
	140	Flute	7-6	0	74
	141	Recorder		0	75
	142	Pan Flute	8.18	0	76
	143	Bottle Blow		0	77
	144	Shakuhachi	8.19	0	78
	145	Whistle	8.20	0	79
	146	Ocarina	8.21	0	80
Synth Lead	147	Square Wave	8-3	0	81
	148	Square		1	
	149	Sine Wave		8	
	150	Saw Wave	8-4	0	82
	151	Saw	8-5	1	
	152	Doctor Solo		8	
	153	Syn.Calliope	8-6	0	83
	154	Chiffer Lead	8-7	0	84
	155	Charang	8-8	0	85
	156	Solo Vox	8-9	0	86
	157	5th Saw Wave	8.10	0	87
	158	Bass & Lead	8.11	0	88

	No.	Tone Name	SD#	CC0	PC#
Synth Pad	159	Fantasia	8-1	0	89
	160	Warm Pad	6-9	0	90
	161	Polysynth	8.12	0	91
	162	Space Voice		0	92
	163	Bowed Glass	8.26	0	93
	164	Metal Pad	8.27	0	94
	165	Halo Pad		0	95
	166	Sweep Pad	8.28	0	96
Synth SFX	167	Ice Rain		0	97
	168	Soundtrack	8.29	0	98
	169	Crystal	8.22	0	99
	170	Syn Mallet		1	
	171	Atmosphere	8.13	0	100
	172	Brightness	8-2	0	101
	173	Goblin		0	102
	174	Echo Drops		0	103
	175	Echo Bell		1	
	176	Echo Pan		2	
	177	Star Theme		0	104
Ethnic	178	Sitar	8.30	0	105
	179	Sitar 2		1	
	180	Banjo	5-9	0	106
	181	Shamisen	8.32	0	107
	182	Koto	8.31	0	108
	183	Taisho Koto		8	
	184	Kalimba	8.23	0	109
	185	Bag Pipe		0	110
	186	Fiddle		0	111
	187	Shanai		0	112
Percussive	188	Tinkle Bell	8.24	0	113
	189	Agogo		0	114
	190	Steel Drums	3-9	0	115
	191	Woodblock		0	116
	192	Castanets		8	
	193	Taiko		0	117
	194	Concert BD		8	
	195	Melo. Tom 1		0	118
	196	Melo. Tom 2		8	
	197	Synth Drum		0	119
	198	808 Tom		8	
	199	Elec Perc 1		9	
	200	Reverse Cym.		0	120

	No.	Tone Name	SD#	CC0	PC#
SFX	201	Gt.FretNoise		0	121
	202	Gt.Cut Noise		1	
	203	String Slap		2	
	204	Breath Noise		0	122
	205	Fl.Key Click		1	
	206	Seashore		0	123
	207	Rain		1	
	208	Thunder		2	
	209	Wind		3	
	210	Stream		4	
	211	Bubble		5	
	212	Bird		0	124
	213	Dog		1	
	214	Horse-Gallop		2	
	215	Bird 2		3	
	216	Telephone 1		0	125
	217	Telephone 2		1	
	218	DoorCreaking		2	
	219	Door		3	
	220	Scratch		4	
	221	Windchime		5	
	222	Helicopter		0	126
	223	Car-Engine		1	
	224	Car-Stop		2	
	225	Car-Pass		3	
	226	Car-Crash		4	
	227	Siren		5	
	228	Train		6	
	229	Jetplane		7	
	230	Starship		8	
	231	Burst Noise		9	
	232	Applause		0	127
	233	Laughing		1	
	234	Screaming		2	
	235	Punch		3	
	236	Heart Beat		4	
	237	Footsteps		5	
	238	Gun Shot		0	128
	239	Machine Gun		1	
	240	Lasergun		2	
	241	Explosion		3	

Error Message Table

After the error message has been shown in the display window, the KR-370 promptly returns to the state it was in before the error occurred. The error message will remain displayed, however. When this happens, press a panel button (any button will do) and the error message will be cleared.

Cause: Because of copy protection, you can't save this type of music data to any disk other than the original disk.
Remedy: Save only to the same disk.

Cause: You can't save this type of music data to a disk.
Remedy: You will be able to use it for play back.

Cause: The disk's write-protect tab is in the "PROTECT" position.
Remedy: Switch the tab to the "WRITE" position. (p. 8)

Cause: You cannot format, nor save data onto a master disk.
Remedy: Save onto fresh disks formatted on the KR-370. (p. 40)

Cause: You can't save onto this type of disk.
Remedy: Each of the following kinds of data should be saved separately, using disks that have been devoted to saving a particular kind of data:
- Performance data created on the KR-370
- Data converted to SMF music data on the KR-370
- Styles that you have created on the KR-370

Note also that the data should be saved onto newly-formatted disks.

Cause: You can't write over this file.
Remedy: Try selecting a different number, and then save. Or, you might want to save using another disk formatted on the KR-370.

Cause: No floppy disk has been inserted into the disk drive.
Remedy: Insert a disk into the disk drive, then start again.

Cause: There is not enough disk space to save this data.
Remedy Switch to a fresh disk formatted for the KR-370.

Cause: You cannot save anything onto the disk because it has not been formatted yet.
Remedy: Format the disk for use with the KR-370. (p. 40)

Cause: The disk was ejected during saving or formatting.
Remedy: Try the procedure again. After starting the save or format, don't eject the disk until the operation is complete.

Cause: The disk has been damaged.
Remedy: Switch to a fresh disk formatted for the KR-370.

Cause: You cannot save to this disk.
Remedy: Save to another disk formatted on the KR-370. (p. 40)

Cause: This disk is unreadable.
Remedy: Use Roland SMF Music Data. If you have an unformatted disk, use it after formatting it on the KR-370.

Cause: This music data is unreadable.
Remedy: Use Roland SMF Music Data. Also, note that when using disks with saved panel settings, you can use only those set on the KR-370.

Error Message Table

Cause: The disk was ejected while data was being read.

Remedy: Reinsert the disk and start the procedure again, from the beginning. Be sure not to eject the disk during playback or when recording. In any case, never eject the disk when the disk drive indicator is on.

Cause: Corrupted sectors were discovered on the disk.

Remedy: You cannot use this data.

Cause: The data from the disk is not being loaded fast enough for playback.

Remedy: Cancel the procedure by pressing the [Stop] button. Then, after pressing the [Reset] button, press [Play] once more.

Cause: This music data cannot be played back.

Remedy: The data uses performance information that is not compatible with the KR-370. You cannot use this data.

Cause: The music data file is too big, so you can only play it back.

Remedy : You cannot record, rewind, fast forward, or save this data.

Cause: The music data file is too big to record.

Remedy: You will not be able to record, rewind, fast forward, or save with this data. You will be able to use it for playback, though.

Cause: Recording has been canceled.

Remedy: Memory capacity has been exceeded, so no more data may be recorded.

Cause: The music data file is too big to record or be played back.

Remedy: You cannot use this data on the KR-370.

Cause: No more data can be loaded into the KR-370.

Remedy: Either delete some performance data from memory ("Erasing All Data" p. 36), or save what you are working on to disk. ("Saving a Rocorded Performance" p. 39)

Cause: The total volume of Style data would be too large if put together this way, and the unit would not be able to save it. Or, the Disk Style data you are trying to read in is too large, so it could not be loaded.

Remedy: Assemble the Style differently, or choose another Style.

Cause: The KR-370 cannot manage so much MIDI data at one time.

Remedy: Press the [stop] button, and the error message will be cleared.

Cause: A communication problem was encountered (for example, a cable, such as a MIDI or computer cable, was disconnected).

Remedy: Press the [stop] button, and the error message will be cleared.

Cause: Performance data is being sent too fast to be recorded.

Remedy: Press the [stop] button, and the error message will be cleared.

Message: This confirmation message comes up when you delete performance data. It appears at such times as when, having recorded data on the KR-370, you want to then play back music from a music data disk.

Remedy: You cannot play back music data while there is performance data recorded on the KR-370.

However, if you don't mind deleting the recorded data, press the [Rec] button.

You can also save the data onto a floppy disk. (p. 39)

Intelligent Chord

● symbol: Indicates the constituent notes of chords.

★ symbol: Chords shown with an "★" can be played by pressing just the key marked with the "★" (see "Playing Chord with Simle Fingering-Chord Intelligence" on p. 24).

C

C#

D

E♭

E

F

CM7

C#M7

DM7

E♭M7

EM7

FM7

C7

C#7

D7

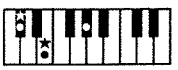
E♭7

E7

F7

Cm

C#m



Dm

E♭m

Em

Fm

Cm7

C#m7

Dm7

E♭m7

Em7

Fm7

Cdim

C#dim

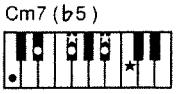
Ddim

E♭dim

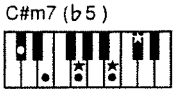
Edim

Fdim

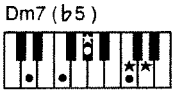
Cm7(♭5)



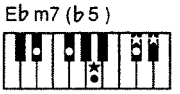
C#m7(♭5)



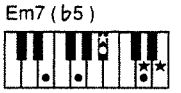
Dm7(♭5)



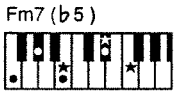
E♭m7(♭5)



Em7(♭5)

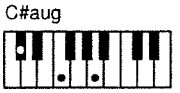


Fm7(♭5)

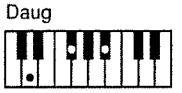


Caug

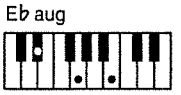
C#aug



Daug



E♭aug

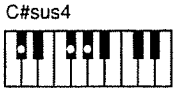


Eaug

Faug

Csus4

C#sus4



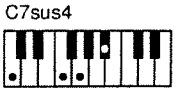
Dsus4

E♭sus4

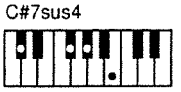
Esus4

Fsus4

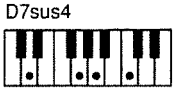
C7sus4



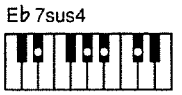
C#7sus4



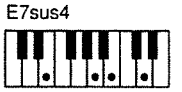
D7sus4



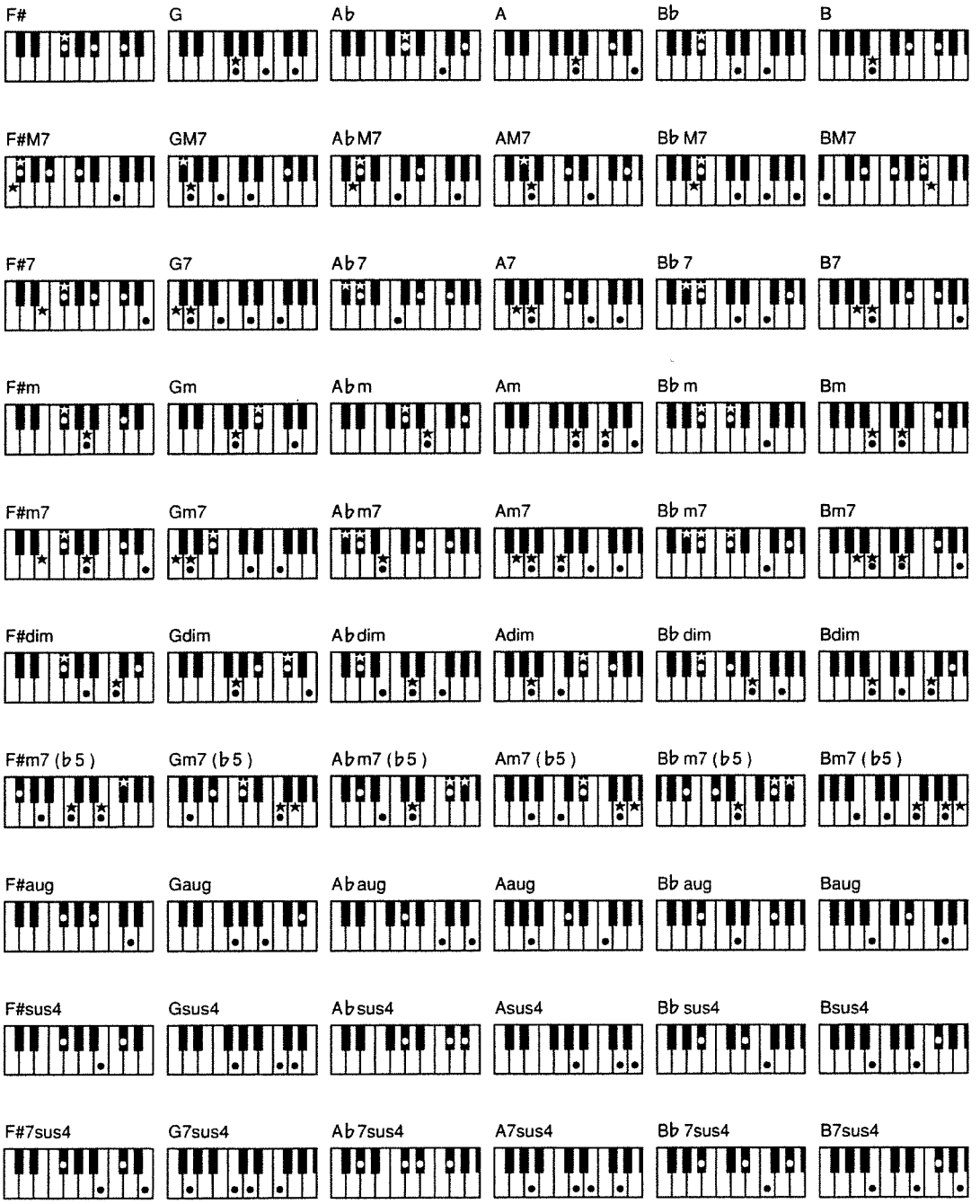
E♭7sus4



E7sus4



F7sus4


F#
G
Ab
A
Bb
B
F#M7
GM7
AbM7
AM7
Bb M7
BM7
F#7
G7
Ab7
A7
Bb 7
B7
F#m
Gm
Abm
Am
Bb m
Bm
F#m7
Gm7
Abm7
Am7
Bb m7
Bm7
F#dim
Gdim
Abdim
Adim
Bb dim
Bdim
F#m7 (b5)
Gm7 (b5)
Abm7 (b5)
Am7 (b5)
Bb m7 (b5)
Bm7 (b5)
F#aug
Gaug
Abaug
Aaug
Bb aug
Baug
F#sus4
Gsus4
Absus4
Asus4
Bb sus4
Bsus4
F#7sus4
G7sus4
Ab7sus4
A7sus4
Bb 7sus4
B7sus4

Drum Set

		63R : Drum Set standerd Drum Set	64R : SFX Set Set of Various Effect Sounds
	27	High Q	
	28	Slap	
		Scratch Push	
	29	Scratch Pull	
	30	Sticks	
	31	Square Click	
	32	Metronome Click	
	33	Metronome Bell	
	34	Kick Drum 2	
	35	Kick Drum 1	
C2	36	Side Stick	
	37	Snare Drum 1	
	38	Hand Clap	High Q
	39	Snare Drum 2	Slap
	40	Low Tom 2	Scratch Push
	41	Closed Hi-Hat [EXC1]	Scratch Pull
	42	Low Tom 1	Sticks
	43	Pedal Hi-Hat [EXC1]	Square Click
	44	Mid Tom 2	Metronome Click
	45	Open Hi-Hat [EXC1]	Metronome Bell
	46	Mid Tom 1	Guitar sliding finger
	47	High Tom 2	Guitar cutting noise (down)
C3	48	Crash Cymbal 1	Guitar cutting noise (up)
	49	High Tom 1	String slap of double bass
	50	Ride Cymbal 1	Fl. Key Click
	51	Chinese Cymbal	Laughing
	52	Ride Bell	Screaming
	53	Tambourine	Punch
	54	Splash Cymbal	Heart Beat
	55	Cowbell	Footsteps 1
	56	Crash Cymbal 2	Footsteps 2
	57	Vibra-slap	Applause
	58	Ride Cymbal 2	Door Creaking
	59	High Bongo	Door
C4	60	Low Bongo	Scratch
	61	Mute High Conga	Windchime
	62	Open High Conga	Car-Engine
	63	Low Conga	Car-Stop
	64	High Timbale	Car-Pass
	65	Low Timbale	Car-Crash
	66	High Agogo	Siren
	67	Low Agogo	Train
	68	Cabasa	Jetplane
	69	Maracas	Helicopter
	70	Short Hi Whistle [EXC2]	Starship
	71	Long Low Whistle [EXC2]	Gun Shot
C5	72	Short Guiro [EXC3]	Machine Gun
	73	Long Guiro [EXC3]	Lasergun
	74	Claves	Explosion
	75	High Wood Block	Dog
	76	Low Wood Block	Horse-Gallop
	77	Mute Cuica [EXC4]	Birds
	78	Open Cuica [EXC4]	Rain
	79	Mute Triangle [EXC5]	Thunder
	80	Open Triangle [EXC5]	Wind
	81	Shaker	Seashore
	82	Jingle Bell	Stream
	83	Belltree	Bubble
C6	84	Castanets	
	85	Mute Surdo [EXC6]	
	86	Open Surdo [EXC6]	
	87		

[EXC]: Performance instruments with the same number cannnot be played simultaneously.
Blank: No sound is produced.

DIGITAL PIANO
Model KR-370

MIDI Implementation Chart

Date : Aug. 8, 1995
Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1	1 — 16	
	Changed	1 — 16	1 — 16	
Mode	Default	Mode 3	Mode 3	
	Messages	OMNI OFF, POLY	Mode 3, 4 (M = 1)	* 2
	Altered	**********		
Note Number :	True Voice	15—113	0 — 127	
		**********	0 — 127	
Velocity	Note ON	O	O	
	Note OFF	X 8n v = 64	O	
After Touch	Key's	X	O * 1	
	Ch's	X	O * 1	
Pitch Bend		O	O * 1	
Control Change	0, 32	O	O * 1	Bank Select
	1	X	O * 1	Modulation
	5	X	O * 1	Portamento time
	6, 38	X	O * 1	Data entry
	7	O	O * 1	Volume
	10	X	O * 1	Panpot
	11	X	O * 1	Expression
	64	O	O * 1	Hold 1
	65	X	O * 1	Portamento
	66	O	O * 1	Sostenuto
	67	O	O * 1	Soft
	84	O	O * 1	Legato control
	91	O	O (Reverb) * 1	Effect 1 depth
	93	O	O (Chorus) * 1	Effect 3 depth
	98, 99	X	O * 1	NRPN LSB, MSB
	100, 101	X	O * 1	RPN LSB, MSB
	120	X	O	All sound off
Prog Change	: True #	0—127	O * 1	
		**********	0 — 127	Program Number 1 — 128
System Exclusive		X	O	
System Common	: Song Pos	X	X	
	: Song Sel	X	X	
	: Tune	X	X	
System Real Time	: Clock	X	X	
	: Commands	X	X	
Aux Message	: Local ON/OFF	X	O	
	: Reset All Controllers	X	O	
	: All Notes OFF	X	O (123 — 125)	
	: Active Sense	O	O	
	: Reset	X	X	
Notes		* 1 O X is selectable * 2 Recognize as M = 1 even if M ≠ 1		

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO O : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO X : No

Specification

KR-370 Digital Intelligent Piano

Keyboard
88 Keys (Hammer-action mechanism)

Parts
Rhythm, Whole, Accomp/Bass, Lower, Upper

Maximum Polyphony
28 Voices

Tones
8 Group 100 Variation
241 Variation (to control from MIDI)

Music Styles
Internal : 100
Disk : 20 (Within this pack)
(MSD(Music Style Disk) can provide additional Music Style.)

Manual Drum / SFX Sets
Drum Set: 1 / SFX Set: 1
Drum Set: 8 / SFX Set: 1 (to control from MIDI)

Effects
Reverb (8 types), Chorus (8 types)

Composer:
Tracks: 5
Songs: 1
Note Storage: approx.30,000 notes
Tempo : quarter note = 20 to 250
Resolution: 120 ticks per quarter note
Recording Method: Realtime

Disk Drive / Storage Media
3.5 inch Micro Floppy Disk Drive
Disk Format : 720K bytes (2DD), 1.44M bytes (2HD)
Songs: max. 99
Note Storage: approx. 120,000 notes(2DD)
approx. 240,000 notes (2HD)

Display
7 segments, 3 characters(LED)

Pedals
Damper, Soft, Sostenuto

Connectors
Output Jacks (mono/stereo)
Input Jacks (mono/stereo)
Microphone input Jack (mono)
Headphone Jack (stereo)
Pedal Connector (8-pin DIN type)
MIDI Connectors (in, out)
Computer I/F Connector

Rated Power Output
30W x 2

Speakers
20cm x 2

Power Supply
AC117V/AC230V/AC240V

Power Consumption
87W(117V)/68W(230V)/68W(240V)

Finish
Simulated Brazilian Rose Wood

Dimensions
KR-370: 1430(W) x 531(D) x 213(H) mm
56-5/16(W) x 20-15/16(D) x 8-7/16(H) inches
KS-370: 1421(W) x 455(D) x 627(H) mm
55-15/16(W) x 17-15/16(D) x 24-11/16(H) inches
Total: 1430(W) x 531(D) x 840(H) mm
56-5/16(W) x 20-15/16(D) x 33-1/8(H) inches

Weight
KR-370: 43.8 kg / 96 lbs 9 oz
KS-370: 15.5 kg / 34 lbs 3 oz
Total: 59.3 kg / 130 lbs 12 oz

Accessories
Owner's Manual
Music Style List and Tone List Sheets
Music Style Disk (MF-2HD)
Blank Floppy Disk (MF-2HD)
Power Cord

** In the interest of product important, the specifications and/ or appearance of this unit are subject to change without prior notice.*

Index

A

Adjusting the Key....48
All Song Play....41
Arranger....16

B

Balance 32....49
Bwd 10....41

C

Chord Hold....25
Chord Intelligence....24
Chorus
- Chorus....50
- Chorus Type....51
- How Chorus is Applied....52

Composer....34

D

Disk Drive....8
Division....28
Drum/SFX....30

E

Edit
- Track Clear....42
- Quantize....43
- Copy....44
- Delete....45
- Insert....46

Ending....22
Expansion Tones....53

F

Fwd....41
Fill In....23
Format....40

I

Intro....20

K

Keyboard Touch....60

L

Layer Play....33

M

Melody Intelligence
- Melody Intelligence....49
- Melody Intelligence Type....49

Metronome
- Metronome....31
- Volume....61
- Beat....61

Microphone
- Echo....48
- Volume....48

Minus One Play....37
Style Play....16

O

One Touch Arranger....18
One Touch Piano....31
Original....23

P

Piano Style Arranger....19
Program Change....60
Pedal
- Soft, Sostenuto, Dumper....30
- Leading Bass....54
- Break....54
- Fill In....54
- Melody Intelligence....54
- Glide....54
- Fade In/Out....54

R

Recording....34
Reset....35
Reverb
- Reverb....52
- Reverb Type....52

Rotary Effect....51

S

Save....39
Split
- Split Play....32
- Split Point....32,56

Start
- Music Style....20
- Music Data....40

Stop
- Music Style....22
- Music Data....41

Style Disk....25
Synchronized Accompaniment....54
Sync Start....20

T

Tempo....22
Track....34
Transpose....62
Tuning....63

U

User Style....26

V

Variation....23
Volume
- Overall....13
- Microphone....48

W

Whole-Keyboard Play....31

Information

When you need repair service, call your local Roland Service Station or the authorized Roland distributor in your country as shown below.

ARGENTINA

Instrumentos Musicales S.A.
Florida 638
(1005) Buenos Aires
ARGENTINA
TEL: (01) 394 4029

BRAZIL

Roland Brasil Ltda.
R. Coronel Octaviano da Silveira
203 05522-010
Sao Paulo BRAZIL
TEL: (011) 843 9377

CANADA

Roland Canada Music Ltd. (Head Office)
5480 Parkwood Way Richmond
B. C., V6V 2M4 CANADA
TEL: (0604) 270 6626

Roland Canada Music Ltd. (Toronto Office)
Unit 2, 109 Woodbine Downs
Blvd, Etobicoke, ON
M9W 6Y1 CANADA
TEL: (0416) 213 9707

MEXICO

Casa Veerkamp, s.a. de c.v.
Mesones No. 21 Col. Centro
Mexico D.F. 06080 MEXICO
TEL: (905) 709 3716

La Casa Wagner de Guadalajara s.a. de c.v.
Av. Corona No. 202 S.J.
Guadalajara, Jalisco Mexico
C.P.44100 MEXICO
TEL: (03) 613 1414

PANAMA

Productos Superiores, S.A.
Apartado 655 - Panama 1
REP. DE PANAMA
TEL: 26 3322

U. S. A.

Roland Corporation U.S.
7200 Dominion Circle
Los Angeles, CA. 90040-3696,
U. S. A.
TEL: (0213) 685 5141

VENEZUELA

Musicland Digital C.A.
Av. Francisco de Miranda,
Centro Parque de Cristal, Nivel
C2 Local 20 Caracas
VENEZUELA
TEL: (02) 285 9218

AUSTRALIA

Roland Corporation Australia Pty. Ltd.
38 Campbell Avenue
Dee Why West. NSW 2099
AUSTRALIA
TEL: (02) 982 8266

NEW ZEALAND

Roland Corporation (NZ) Ltd.
97 Mt. Eden Road, Mt. Eden,
Auckland 3, NEW ZEALAND
TEL: (09) 3098 715

HONG KONG

Tom Lee Music Co., Ltd. Service Division
22-32 Pun Shan Street, Tsuen
Wan, New Territories, HONG
KONG
TEL: 2415 0911

INDONESIA

PT CITRARAMA BELANTIKA
Kompleks Perkantoran Duta
Merlin Blok E No.6—7
Jl. Gajah Mada No.3—5, Jakarta
10130,
INDONESIA
TEL: (021) 3850073

KOREA

Cosmos Corporation Service Station
261 2nd Floor Nak-Won Arcade
Jong-Ro ku, Seoul, KOREA
TEL: (02) 742 8844

MALAYSIA

Bentley Music SDN BHD
No.142, Jalan Bukit Bintang 55100
Kuala Lumpur, MALAYSIA
TEL: (03) 2443333

PHILIPPINES

G.A. Yupangco & Co. Inc.
339 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

SINGAPORE

Swee Lee Company
BLOCK 231,
Bain Street #03-23
Bras Basah Complex,
SINGAPORE 0718
TEL: 3367886

CRISTOFORI MUSIC PTE LTD
335,Joo Chiat Road SINGAPORE
1542
TEL: 3450435

TAIWAN

Siruba Enterprise (Taiwan) Co., LTD.
Room. 5, 9fl. No. 112 Chung Shan
N.Road Sec.2 Taipei, TAIWAN,
R.O.C.
TEL: (02) 561 3339

THAILAND

Theera Music Co., Lt d.
330 Verng Nakorn Kasem, Soi 2,
Bangkok 10100, THAILAND
TEL: (02) 2248821

BAHRAIN

Moon Stores
Bad Al Bahrain Road,
P.O.Box 20077
State of BAHRAIN
TEL: 211 005

IRAN

TARADIS
Mir Emad Ave. No. 15, 10th street
P. O. Box 15875/4171 Teheran,
IRAN
TEL: (021) 875 6524

ISRAEL

Halilit P. Greenspoon & Sons Ltd.
8 Retzif Ha'aliya Hashnya St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

JORDAN

AMMAN Trading Agency
Prince Mohammed St. P. O. Box
825 Amman 11118 JORDAN
TEL: (06) 641200

KUWAIT

Easa Husain Al-Yousifi
P.O. Box 126 Safat 13002
KUWAIT
TEL: 5719499

LEBANON

A. Chahine & Fils
P.O. Box 16-5857 Gergi Zeidan St.
Chahine Building, Achrafieh
Beirut, LEBANON
TEL: (01) 335799

OMAN

OHI Electronics & Trading Co. LLC
P. O. Box 889 Muscat
Sultanate of OMAN
TEL: 706 010

QATAR

Badie Studio & Stores
P.O.Box 62,
DOHA QATAR
TEL: 423554

SAUDI ARABIA

SAF Music Center
AL-Khobar 31952, P. O. Box 1366
SAUDIARABIA
TEL: (03) 898 3311

Abdul Latif S. Al-Ghamdi Trading Establishment
Al-Tamimi Commercial And
Residential Center Al-Khobar
Dharan Highway W/Hamood St.
P. O. Box 3631 Al-Khober
31952 SAUDI ARABIA
TEL: (03) 898 2332

SYRIA

Technical Light & Sound Center
Khaled Ebn Al Walid St.
P.O.Box 13520
Damascus - SYRIA
TEL: (011) 2235 384

TURKEY

Barkat Sanayi ve Ticaret
Siraselvier Cad. Guney Ishani No.
86/6 Taksim, Istanbul TURKEY
TEL: (0212) 2499324

U.A.E

Zak Electronics & Musical Instruments Co.
Zabeel Road, Al Sherooq Bldg.,
No. 14, Grand Floor DUBAI
U.A.E.
P.O. Box 8050DUBAI, U.A.E
TEL: (04) 360715

EGYPT

Al Fanny Trading Office
9, Ebn Hagar Al Askalany Street,
Ard El Golf, Heliopolis, Cairo,
11341 EGYPT
TEL: (02) 4171828
(02) 4185531

MAURITIOUS

Philanne Music Center
4th, Floor Noll, Happy World
House Sir William Newton Street
Port Luis MAURITIOUS
TEL: 242 2986

REUNION

FO - YAM Marcel
25 Rue Jules MermanZL
Chaudron - BP79 97491
Ste Clotilde REUNION
TEL: 28 29 16

SOUTH AFRICA

That Other Music Shop (PTY) Ltd.
11 Melle Street (Cnr Melle and
Juta Street)
Braamfontein 2001
Republic of SOUTH AFRICA
TEL: (011) 403 4105

Paul Bothner (PTY) Ltd.
17 Werdmuller Centre Claremont
7700
Republic of SOUTH AFRICA
TEL: (021) 64 4030

AUSTRIA

E. Dematte &Co.
Neu-Rum Siemens-Strasse 4
A–6040 Innsbruck P.O.Box 83
AUSTRIA
TEL: (0512) 26 44 260

BELGIUM/HOLLAND/ LUXEMBOURG

Roland Benelux N. V.
Houtstraat 1 B-2260 Oevel-
Westerlo BELGIUM
TEL: (014) 575811

CYPRUS

Radex Sound Equipment Ltd.
17 Diagorou St., P.O.Box 2046,
Nicosia CYPRUS
TEL: (02) 453 426
(02) 466 423

DENMARK

Roland Scandinavia A/S
Langebrogade 6 Post Box 1937
DK-1023 Copenhagen K.
DENMARK
TEL: 32 95 3111

FRANCE

Guillard Musiques Roland
ZAC de Rosarge Les Echets 01700
MIRIBEL FRANCE
TEL: 7226 5060

Guillard Musiques Roland (Paris Office)
1923 rue Léon Geoffroy 94400
VITRY-SUR-SEINE FRANCE
TEL: (1) 4680 86 62

FINLAND

Roland Scandinavia As, Filial Finland
Lauttasaarentie 54 B
Fin-00201 Helsinki, FINLAND
P. O. Box No. 109
TEL: (0) 682 4020

GERMANY

Roland Elektronische Musikinstrumente Handelsgesellschaft mbH.
Oststrasse 96, 22844 Norderstedt,
GERMANY
TEL: (0040) 52 60090

GREECE

V. Dimitriadis & Co. Ltd.
20, Alexandras St. & Bouboulinas
54 St. 106 82 Athens, GREECE
TEL: (01) 8232415

HUNGARY

Intermusica Ltd.
Warehouse Area 'DEPO' Pf.83 H-
2046 Torokbalint, HUNGARY
TEL: (01) 1868905

IRELAND

The Dublin Service Centre Audio Maintenance Limited
11 Brunswick Place Dublin 2
Republic of IRELAND
TEL: (01) 677322

ITALY

Roland Italy S. p. A.
Viale delle Industrie, 8
20020 Arese Milano, ITALY
TEL: (02) 93581311

NORWAY

Roland Scandinavia Avd. Kontor Norge
Lilleakerveien 2 Postboks 95
Lilleaker N-0216 Oslo
NORWAY
TEL: 273 0074

POLAND

P. P. H. Brzostowicz Marian
61-502 Poznan, ul, Filarecka 11,
TEL: (061) 332 665
03-624 Warszawa, ul, Blokowa32,
TEL: (02) 679 44 19

PORTUGAL

Caius - Tecnologias Audio e Musica , Lda.
Rue de Catarina 131
4000 Porto, PORTUGAL
TEL: (02) 38 4456

RUSSIA

PETROSHOP
Vershavskoe, Shosse, 27-1
Moscow, RUSSIA
TEL: 095 901 0892

INVASK Limited
Lenina Str. 13-342
Krasnogorsk 143400
Moscow Region, RUSSIA
TEL: 095 564 61 44

SPAIN

Roland Electronics de España, S. A.
Calle Bolivia 239 08020 Barcelona,
SPAIN
TEL: (93) 308 1000

SWEDEN

Roland Scandinavia A/S
Danvik Center 28 A, 2 tr.
S-131 30 Nacka SWEDEN
TEL: (08) 702 0020

SWITZERLAND

Roland (Switzerland) AG
Musitronic AG
Gerberstrasse 5, CH-4410 Liestal,
SWITZERLAND
TEL: (061) 921 1615

UNITED KINGDOM

Roland (U.K.) Ltd., Swansea Office
Atlantic Close, Swansea
Enterprise Park SWANSEA
West Glamorgan SA7 9FJ,
UNITED KINGDOM
TEL: (01792) 702701

As of September, 4, 1995

For Europe

CE This product complies with the requirements of European Directive 89/336/EEC.

For the USA

FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

CLASS B **NOTICE**

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

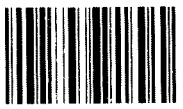
CLASSE B **AVIS**

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

Roland®

70780912

UPC 70780912



1098:

KR-77

Roland

Roland Corporation

00904823 '95-11-A3-11T